SECRETS OF THE GAMES

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OLLECTOR'S CD-ROM

THE OFFICIAL STRATEGY GUIDE

RUSEL DEMARIA, DAVID WESSMAN, AND DAVID MAXWELL

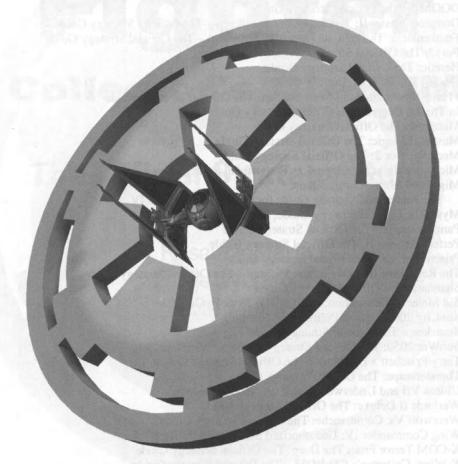


ISBN 0-7615-0276-9



TIE Fighter

Collector's CD-ROM



The Official Strategy Guide

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Fighter Fighter

Collector's CD-ROM

The Official Strategy Guide

Rusel DeMaria David Wessman David Maxwell

Prima Publishing

Printed in the United States

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Project Editor: Kip Ward

Original Graphics: Ocean Quigley Original Graphics for Battles 11, 12 and 13: Martin Cameron

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ISBN: 0-7615-0276-9 Library of Congress Card Number: 95-70659 Printed in the United States of America 96 97 98 99 BB 10 9 8 7 6 5 4 3

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Acknowledgments

I have a lot of people to thank and acknowledge and not much space to do it in.

First, I have to thank Larry Holland. Larry got me involved in writing *The Farlander Papers* for the X-Wing game, which led directly to me writing *X-Wing: The Official Strategy Guide, The Stele Chronicles*, and, finally, this book. I also want to thank Larry for the years of dedication he's put into providing us all with such great products.

Next, I have to thank my co-authors, the two Daves — "Wotan" and "Max." All the strategies in this book came from them. As mission designers, first for X-Wing, and now for TIE Fighter, David Maxwell and David Wessman were in a perfect position to help make this book the definitive guide that it is.

"Max" and "Wotan" also took most of the screen images. They deserve as much credit as I can give them, not only for helping design such a great game, but for their efforts beyond the call of duty to make this the best strategy book we could create.

I also want to thank Ed Kilham for his graciousness under fire, and "Bucky" for helping us get the 3D images you see throughout this book.

Thanks to Mary Bihr, Barbara Gleason, and Kalani Streicher at LucasArts for their friendship and help in getting this project (and several others) underway, and for their availability to handle crises of all kinds. Special thanks to Lucy Wilson for helping get these great projects moving.

Closer to home, I want to thank Ocean Quigley for his constant enthusiasm for Star Wars imagery as well as his unexpected skills as a starfighter pilot. Ocean always creates fantastic artwork for my books, but he also fires a mean laser cannon in a pinch.

Thanks also to Roger Stewart and all the rest at Prima for the support that's always needed during these projects.

Also, thanks to West End Books for their wonderful series of *Star Wars* guides. To keep consistent, we often referred to them.

And to Lo Coco's restaurant for always having good food and good humor during the most brutal of deadlines.

To Paco DeLucia for great inspiration these last 24 years.

The most special thanks of all go to Alex Uttermann whose partnership makes all the difference. *Querida, no hay palabras.*

Finally, thanks to George Lucas for Star Wars, and to Theodore Sturgeon, my Obi-Wan.

Introduction

This is now the sixth book I've had the priviledge to write with LucasArts and the wonderful *Star Wars* galaxy of characters and worlds in conflict. In this book, I've attempted to give a little more atmosphere in the continuation of Maarek Stele's story, begun in *The Stele Chronicles*. But more importantly, I hope "Max," "Wotan" and I have brought you the information you need to succeed at TIE Fighter and to get the most enjoyment out of the game.

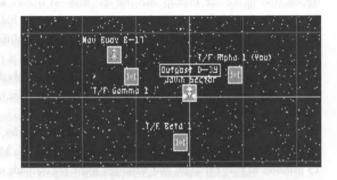
The story is told more or less from Maarek Stele's point of view. It isn't necessary to read the fiction, however, to gain information about the game. You should find a lot of useful information in Part One: Early Training, and some more tips and tactics in Part Two: Combat Training Missions. In addition, you'll find

some tips on how to approach the combat training missions themselves.

Parts Three through Nine contain detailed descriptions of the main battles in TIE Fighter — how to fly them and accomplish the many goals.

MISSION ONE: PATROL JUMP POINT D-34





Each mission begins with a recognizable title, fighter logo, and map screen from the mission briefing. Keep in mind, however, that the strategies suggested in Stele's After-Action Report are possible scenarios. Because these missions involve many spacecraft and certain elements of chance, the mission strategies should be used as guidelines only. Your experience may be different, but if you get stuck, the strategies we've included should help you get through the mission.

In the appendixes, you'll find a wealth of information, including an inside look at scoring and AI, tips for using the Combat Trainer, tips for using the In-flight Camera, tons of coded mission details known only to the programmers (and now to you), and, finally, some information about the people who created TIE Fighter.

We hope you enjoy this book, that it helps you play the game better, and that you enjoy Maarek Stele's little adventures. Good luck. The Empire needs you. The Emperor needs you. Don't let him down, or you may get a visit from Darth Vader!

IX IX

TIE Fighter CD Summary

The TIE Fighter CD, for those of you new to the ranks of the dark side, puts you in the cockpit of seven different Imperial starfighters, ridding space of Rebel scum and the occasional traitor. The CD missions consist of all those from the original LucasArts game, as well as the mission disks Defender of the Empire and a new series which culminates the storyline.

The time frame of the game is set parallel to the movie "Return of the Jedi," and begins as the Empire has just located the Rebels on Hoth. The first mission the player flies is to locate Rebels fleeing the Ice Planet, and the last mission occurs during the same timeframe as the Battle at Endor. Unfortunately for the Empire, when the Rebels launch the final attack against the second Death Star, the TIE Fighter CD player is in a different system putting an end to the Imperial defector Admiral Zaarin.

Along the way, through determination and distinguished service, the player can eventually prove worthy enough to work directly under Lord Vader, and truely elite pilots even get a chance to save the Emperor's life.

The TIE Fighter CD game itself consists of 13 "Battles," each set in a different system of the Empire, and consisting of from four to eight missions. Missions generally take from five to 15 minutes to play through, and although some are difficult to win the first time, certain 'safety features' have been included to make sure no one gets stuck on any one mission. In addition to the three levels of difficulty, the player may also choose invulnerability, unlimited weapons, and call for reinforcements to help complete a mission.

For each mission, the player is assigned to a capital ship (base of operations) where they receive orders and briefings about each mission. Ecah mission has a specific set of goals to complete; Primary, possible Secondary, and perhaps even some Bonus Goals. In most cases, the Primary Goals must be completed before continuing on to the next mission in that battle. Completion of secondary goals is not necessary, but does elevate the player's rank in the Secret Order, an elite group directly serving the Emperor. Special Bonus Goals are "awards" for going above and beyond the call of duty, and their completion not only adds to a player's point total, but also can contribute to rapid advancement in the Imperial Navy.

The player has some choice about the order in which the battles can be played. They may

start in any of the first four battles, and can move between these battles until all four are completed. From that point, the choices narrow, with a player allowed to hop between some battles, while others must be completed exclusively to advance to the next tier. The tiers are organized thus:

BATTLE 1 and/or BATTLE 2 and/or BATTLE 3 and/or BATTLE 4

BATTLE 5 and/or BATTLE 6

BATTLE 7

BATTLE 8 and/or BATTLE 9

BATTLE 10

BATTLE 11 and/or BATTLE 12

BATTLE 13

And in case your not linearly-inclined, it's worth noting that the "Top Ace" pilots that come with the game can be used to start with battles 7 or 10 already completed.

There are also Combat Chamber missions that can be played and replayed at any time, and it's highly recommended that new players use these training missions to get familiar with the different types of craft they will be piloting, along with their different weapons. Points and awards are given for completing these missions, but they are separate from the Battles. There are four Combat Chamber missions for each craft the player can fly: TIE fighter, TIE Bomber, TIE Interceptor, TIE Advanced, TIE defender, Assault Gunboat, and missile boat. In addition, any completed battle mission will be added to the Combat Chamber for replay. The game comes complete with special Top Ace pilots who have finished many of the battles already, allowing the player to fly these missions vicariously in the Combat Chamber.

Characters used in the TIE Fighter CD that already exist in the Star Wars Universe:

Emperor Palpatine—Leader of the Empire, most powerful with the dark side.

Darth Vader, Dark lord of the Sith—Second in command to the Emperor, powerful with the dark side.

Admiral Thrawn—The only alien admiral in the Empire, has proven himself many times. Admiral Ackbar—Senior Rebel advisor to Mon Mothma, develops the plan to attack the second Death Star.

New characters introduced include:

Admiral Zaarin—Defects and takes a large number of Imperial Forces with him.

Namuuri Din—One of Zaarin's top commanders who tries to defect to the Rebels.

Admiral Harkov—More self-serving than loyal to the Empire; Vader executes him.

Ali Tarrak—Leader of a nomadic warrior clan that favors the Rebels, though Tarrak's people remain independent.

New species include:

Sepan—Involved in a civil war between the Dimok and the Ripoblus in the Sepan system.

Pakuuni—Pirates that live in the outer rim territories of the Pakuuni system.

Mugaari-Neutrals gone bad.

Habeen—Friends of the Empire.

Nharwaak-Enemies of the Empire.

New star systems include:

Sepan Paric Yllotat Pakuuni Omar Iast

Mylok Eva-T Pamal Semag

A pilot may encounter a large number of space craft in while flying TIE Fighter CD. The following are craft that previously existed in the Star Wars universe:

A-wing Escort carrier
X-wing TIE fighter
B-wing TIE Bomber

Y-wing TIE Interceptor
Calamari cruiser Imperial shuttle
Nebulon B Frigate Imperial transport

Corvette Corellian transport
Dreadnaught Carrak cruiser

Imperial-class Star Destroyer Strike cruiser

Victory-class Star Destroyer

Interdictor cruiser

The following are new craft that the player may fly in TIE Fighter CD

TIE Advanced TIE defender Assault Gunboat Missile Boat.

The following are new craft created for TIE Fighter CD:

T-wing Assault transport
R-41 Starchaser Escort transport
Muurian transport

Modified Frigate

Modified corvette

Light cruiser

Escort carrier

Passenger Liner

Platforms (3 different types with two

different markings each)

Satellites (2 types)

Buoy (2 types)

Probe

Factory/Station

Containers (total of 9 different shapes)

Freighter

Patrol craft

Scout craft

Modular conveyor

Container transport

Cargo ferry

Modular conveyor

Modified corvette

Tug

Combat utility vehicle

Mines (3 different types:

"A" fires lasers

"B" fires Ions

"C" fire lasers and one missile at its

attacker when destroyed)

Heavy lifter

Asteroid w/hanger (This is a secret research facility hidden inside a huge

asteroid)

Asteroid w/warhead launcher

Asteroid w/turbo lasers

The warheads that are available to the craft are:

Missile (fast but small warhead with homing abilities, used against starfighters.)

Advanced Missile (faster and more powerful homing warhead then the regular missile.)

Proton torpedo (medium homing warhead and speed, used against medium to large size craft.)

Advanced proton torpedo (greater speed and homing warhead then the regular proton torpedo.)

Heavy Rocket (slower but more powerful then the torpedoes, poor homing abilities, used on large slow moving starships.)

Space Bomb (uses speed of the craft for its speed, has little to no guidance, biggest of all warheads. Used against large slow moving or stationary starships.)

Mag Pulse (built to attack starships, a mag pulse warhead only drains a starfighter's laser batteries but will permanently disables a starship's lasers and warhead launcher.)

Extra weapons that are added to the craft in some missions include:

Tractor Beam (causes the target to fly in a straight line, so it can be destroyed easier. A must when dogfighting fast, agile enemies.)

Jamming Beam (causes target to stop firing its lasers, used on capital ships to assist others in attacking without the threat of return fire.)

The original TIE Fighter has seven Battles that make up the story part of the game. There are a total of 36 missions to complete all the battles. 24 Combat Chamber missions are also included to teach and hone the player's piloting skills.

The add-on, Defender of the Empire adds three more Battles, eight through ten, and features the TIE defender as the main craft to pilot. The missile boat was introduced in the second half of Battle Ten, and lets the player get a touch of what it's like to fly the Empire's finest starfighter. There are four new Combat Chamber missions that train the player in the uses of the missile boat.

BATTLE SUMMARIES IN TIE FIGHTER CD

1. AFTERMATH OF HOTH

Battle One is located in the Hoth system

The Rebels have just been overrun at their secret base on the ice planet named Hoth, and are fleeing in all directions. The Mugaari, a supposedly neutral race, try to smuggle Rebels past an area that the player is assigned to guard: Imperial Outpost D-34, located in the Javin Sector. The player must not let the Mugaaris smuggle the Rebels past this vital check point. In the next mission, the player must defend an Imperial platform under attack by Mugaari and Rebel starfighters. During the third mission, while the player is out attacking a Mugaari and Rebel gathering, Outpost D-34 falls to another group of Mugaari and Rebels attackers. For the fourth mission, the player's base of operations is the Frigate Fogger, out to recapture Outpost D-34. Once the outpost has been reclaimed, a counter-attack against the Rebel cruiser Lulsla in the Bruanii sector is in order. The cruiser is resuppling after its attack on the Imperial outpost, and mission five requires the player to dogfight until the Rebel cruiser's starfighter defenses are depleted. In the follow up mission, the player gets to capture the Rebel cruiser Lulsla.

End of Battle One Cut Scene: Admiral Harkov negotiates his defection to the Rebels.

2. THE SEPAN CIVIL WAR

Battle Two is located in the Sepan system

Serving Admiral Harkov onboard the *Victory*-class Star Destroyer *Protector*, the player gets involved in a foreign civil war. In the first mission, the player is sent to the aid of a Ripoblus convoy, which is under attack by Dimok forces. The Ripoblus and Dimok are of the Sepan race, presently divided by a civil war. The Empire has stayed clear until now, but when the Ripoblus requested assistance stopping an attack on one of their convoys, things changed. The Ripoblus

take advantage of the Imperials' help, and launch an unauthorized retaliatory strike against a Dimok outpost. Soon, the player must intervene on the Dimok side: An important scientific base held by the Dimoks must be saved from the Ripoblus forces. The Emperor sees no gain in this civil war, and wants it stopped, with the entire system under Imperial rule. The player must escort refugees fleeing to the safety of the Empire while the Dimok and the Ripoblus attempt to stop them. The Ripoblus and Dimok eventually try to join forces against the Empire, so the player is sent out to disrupt and delay the negations. Around this point, the player is informed through the Secret Society that Admiral Harkov is involved in selling weapons to both sides for his own profit. Harkov is not completely loyal to the Emperor, and should not be trusted. The armed forces of the Dimoks and the Ripoblus gather together and conduct a major assault on the VSD *Protector* as it is being resupplied with newer starfighters from an escort carrier. The player must stop the assault until the *Protector* has its new starfighters loaded. In the aftermath of the attack, the Dimok and Ripoblus fighting forces are completely defeated. The Sepan system is under Imperial control, thanks to the efforts of a certain up-and-coming pilot. Admiral Harkov moves on to a new system.

End of Battle Two Cut Scene: Admiral Harkov addresses the leaders of two warring planets.

3. BATTLE ON THE FRONTIER

Battle Three is located in the Pakuuni System

The player is stationed on board the *Victory*-class Star Destroyer *Stalwart* for the first mission, then the Modified Frigate *Ludwick* for the rest of the battle. The player explores new areas of space at the outer rim, suffering a pirate ambush, and it takes several missions to secure an area while an Imperial space station is being constructed. Admiral Thrawn personally oversees the operation. The Pakuuni pirates receive the help of the Rebels in their attacks against the Empire, so there's a lot of dogfighting Rebel starfighters before the space station is built. Once the station is operational, and the area secure, the player moves on to another battle.

End of Battle Three Cut Scene: Admiral Thrawn oversees repairs to an Imperial platform following a Rebel attack.

4. CONFLICT AT MYLOK IV

Battle Four is located in the Mylok System

The Haabeen have promised the Empire a new hyperdrive that will fit in a TIE starfighter, and admiral Zaarin understandably wants this small hyperdrive for the new TIE Advanced and TIE defender presently in design. The player, escorting Habeen cargo ferries, is attacked by Nharwaak starfighters. A counter attack against the Nharwaaks follows, and after the Nharwaaks

have been punished severely, the player must save personnel fleeing an important research station as the Nharwaaks retaliate. The trained research teams are vital to the completion of the TIE Advanced and the TIE defender. The safe delivery of a hyperdrive unit to the Empire is the next mission, and the final mission is to eliminate the Nharwaak completely, so that they cannot hand over any Imperial technology they've acquired to the Rebels. The player operates from the modified Frigate *Shamus*, with Zaarin in command.

End of Battle Four Cut Scene: Admiral Zaarin gains hyperdrive capabilities for the TIE fighters. A demonstration of the TIE Advanced is shown to Lord Vader.

5. BATTLE FOR HONOR

Battle Five is located in the Parmel System

In Battle Five, the player has learned too much about Admiral Harkov's treachery for his own good, especially since this battle starts off with the player serving under Harkov onboard the VSD *Protector*. The player is sent out to clear a minefield while two wingmen supposedly observe his fine piloting skills. However, the wingmen have orders directly from Harkov to kill the player, who must find refuge on the modified Frigate *Osprey*, a Secret Society capital ship that shows up to help. It is now clear to all that Harkov is a traitor to the Empire, and is furthermore receiving help from the Rebels. The player flies several missions designed to stop the Rebels from helping Harkov, who is still onboard the VSD *Protector*. After wearing down assorted starfighter defenses, the Empire captures Harkov, who is brought before Lord Vader and executed. The player gets to fly a TIE Advanced for the first time in the last mission of Battle Five.

End of Battle Five Cut Scene: The traitor Admiral Harkov is brought before Lord Vader and summarily executed.

6. ARMS RACE

Battle Six is located in the Parmic System

The player gets to fly two more missions in the new TIE Advanced during Battle Six. The main plot of this battle is the production and delivery of the TIE defender, and Admiral Zaarin is the top commander of technological research with control of the TIE defender program. Zaarin is still thought to be a loyalist at this time, and the Emperor wants a few prototypes for his private storage facility. The player must escort the shipment of TIE defenders, encountering repeated attacks by Rebels. Eventually the cargo of TIE defenders reaches the Emperor. For the fourth and last mission of this battle, the player gets to go on an assault sortie against a research platform owned by Galactic Electronics—a so-called friend of the Empire which is selling weapons to the Rebels.

End of Battle Six Cut Scene: Admiral Zaarin oversees the deployment of the Beam Weapon.

7. TREACHERY AT OTTEGA

Battle Seven is located in the Parmel System

The main theme of this battle is to stop a continued revolt by personnel who previously served under Admiral Harkov. The Imperial Interdictor cruiser Harpox pins down the defecting forces, and the player pilots a TIE Advanced against enemy starfighters while protecting the Interdictor from attack. In the subsequent missions, the player must defend the Interdictor from a combined attack from Rebels and defectors, before finally going on the offense and piloting a TIE Advanced against enemy starships attacking the Harpox. The player must destroy the defectors' Frigate to help the Harpox escape, and Lord Vader himself arrives to lead the anihilation of the defecting forces. The player gets to make torpedo attacks flying a TIE Advanced, and destroys several enemy starships to ultimately thwart the treachery of Admiral Zaarin! Afterward, the player joins with Darth Vader in a race to reach the Emperor before Zaarin does, flying the new TIE defender against screening forces left behind by Zaarin. After barely escaping an ambush, the player must ensure the safety of Lord Vader, then save the Emperor from Zaarin's attempted coup d'etat. (Note: These missions cannot be completed if either Vader or the Emperor is lost. This is considered a failure. The player will have to replay the mission until Lord Vader and the Emperor are victorious.) This battle is highlighted by much TIE defender flying, and the chance to serve the Emperor directly.

End of Battle Seven Cut Scene: Final medal ceremony where the Emperor rewards you personally.

8. STRATEGIC WARFARE

Battle Eight is located in the Omar System

Zaarin's forces are trying to inflict massive damage on the Empire by crippling its TIE Advanced production capability, destroying several TIE Advanced factories while others are ransacked of parts and equipment. Most of the missions in Battle Eight involve trying to thwart Zaarin's plans, and counterpunching when the opportunity arises. The player must not allow Zaarin's forces to get away with anything: It is vitally important that Zaarin does not get an advantage over the Empire in the area of starfighter technology. When some factories need to be rebuilt, the player escorts an Imperial convoy as it arrives to resupply a TIE Advanced factory. The defense of the few remaining TIE Advanced factories is now one of the Emperor's top concerns, and Admiral Thrawn has been put in charge of stopping Zaarin from inflicting any more damage upon home installations. Unfortunately for the Emperor, Zaarin's forces are not the only ones which wish to harm the Empire.

And debuting in Battle Eight: the Rebels' new weapon, the mag pulse warhead. The Empire needs to get that technology from the Rebels, and the player gets to attack and capture a

Rebel base. The capture of the mag pulse weapon gives the Empire a tactical edge, but Zaarin arrives to relieve the Empire of its newly acquired prize. There is no possibility Admiral Thrawn will surrender to Zaarin, so the player must ensure his safety, and protect the mag pulse technology at all costs.

End of Battle Eight Cut Scene: Admiral Zaarin destroys the TIE Advanced facilities of the Empire.

9. T/D TECHNOLOGY

Battle Nine is located in the Parmel System

With the TIE Advanced technology lost, the Empire needs to ensure the security of the TIE defender technology. The TIE defenders the player saved in previous missions are delivered to Admiral Thrawn by the end of this battle, though Admiral Zaarin's forces loot a research platform where the TIE defender was developed. The player then flies a TIE defender to stop Zaarin's forces, leading an operation to recapture the facility. Once reclaimed, the research platform must be protected from Zaarin's desperate bid to recover control; a violent gambit during which the player dogfights with assault transports and TIE defenders! The odds are overwhelming, and eventually the player must fly a protection mission, covering the evacuation of the TIE defender research platform. Finally, the player pilots a TIE defender to intercept Zaarin's in his final attempt to keep the newly acquired technology out of the Emperor's hands. An Imperial freighter loaded with the last TIE defender prototypes must rendezvous with three modified corvettes, and even a skillful player will test limits defending the modified corvettes, trapped by pirates in an ion cannon mine field. For the final mission, the player must protect the disabled modified corvettes from a second Rebel attack, led by a Corellian transport.

End of Battle Nine Cut Scene: TIE defenders the player saved are delivered to Admiral Thrawn on their way to the Emperor.

10. NEW THREATS

Battle Ten is located in the Eva-T System

Thrawn is promoted to Grand Admiral, and the missile boat is introduced by the end of this battle, which begins with the player helping to spring a trap on a pirate group, flying an Assault Gunboat against R-41 Starchasers. Next, the player, must defeat an attack by a second pirate group, battling Y-wings and T-wings. In another particularly nasty confrontation, one of the Empire's bravest pilots must protect a badly damaged cruiser while two modified corvettes come to its aid, flying an Assault Gunboat against Zaarin's TIE defenders.

In another storyline, Imperial personnel under attack from forces loyal to pirate leader Ali Tarrak need to be rescued. Tarrak is in possession of the TIE defender, and the player flies the first missile boat mission with the object of capturing TIE defenders from Tarrak's forces.

The player also uses the missile boat to defend the ISD *Grey Wolf* against attacking Rebel forces, and then to help destroy a deep space facility that manufactures TIE defenders; clearing a minefield and defeating the factory's defense system.

End of Battle 10 Cut Scene: The Emperor promotes Thrawn to Grand Admiral, and sends him after Zaarin.

11. HUNT FOR ZAARIN

Battle Eleven is located in the Semag System

Grand Admiral Thrawn seeks the traitor Zaárin, but instead discovers the existence of a cloaking device. The battle starts off with an attack on a supply convoy discovered heading toward Zaarin's suspected location. The player goes against a Dreadnaught and its obsolete (but numerous) starfighters, attacks an outpost where Zaarin is readying forces for another raid, then goes into combat against an Interdictor and a small flotilla of Frigates. When Thrawn plots to lure Zaarin into a trap, the player winds up defending a small convoy from destruction, and Thrawn's own strike force from a surprise attack. The player flies a missile boat against the best that the traitors have, and intervenes at the last moment to prevent Zaarin's from capturing a convoy carrying the missile boat, confronting a horde of enemy TIE defenders and Assault Gunboats! Success at a secret research facility draws Zaarin out of hiding, and the climax of Battle 11 involves protecting the evacuation of the Vorknkx project, including equipment and staff. The most important thing saved is a modified corvette that has been fitted with the new cloaking device.

End of Battle Eleven Cut Scene: Grand Admiral Thrawn discovers the existence of a cloaking device.

12. PRELUDE TO ENDOR

Battle Twelve is located in the Yllotat System

Lord Vader investigates the Bothans' connection with a missing Imperial freighter while the Emperor prepares for the Battle at Endor. The Bothans have captured an important Imperial freighter, said to have been carrying data about the second Death Star. However, the data was planted by the Emperor himself, misleading the Rebels and luring them into a trap: The Battle of Endor!

The player is stationed onboard the ISD *Garrett*, commanded by Lord Vader, and Battle 12 starts off with the player escorting an Imperial Dreadnaught carrying newly captured Bothan and Rebel prisoners. These prisoners were caught fleeing the area where the Imperial freighter was stolen, but just as the Dreadnaught exits hyperdrive, its engines fail and the prisoners must be transferred by transports. Lord Vader suspects sabotage, and the player must escort the

prisoners as they are being ferried in an assault transport to the ISD *Garrett*. Because the Bothans made off with an Imperial freighter, Lord Vader is looking for an opportunity to return the favor, and with a certain pilot's expertise three Bothan freighters are captured. Information extracted from the Bothan prisoners allows Lord Vader, and his crew, to lie in wait for a Bothan and Rebel rendezvous.

The Rebels are gathering their forces because they have fallen for the Emperor's master plan, and the inspection of several Rebel starships during a Rebel military summit is required to reassure the Emperor that the Rebels have taken the bait, and are preparing to attack. Admiral Ackbar is in charge of the Rebel's attack on the second Death Star, and the *Garrett*, with the player's help, must delay the Rebel buildup at Sullust so the Emperor can completely assemble the Imperial Navy at Endor.

End of Battle One Cut Scene: Lord Vader and the Emperor discuss the Endor situation.

13. THE EMPEROR'S WILL

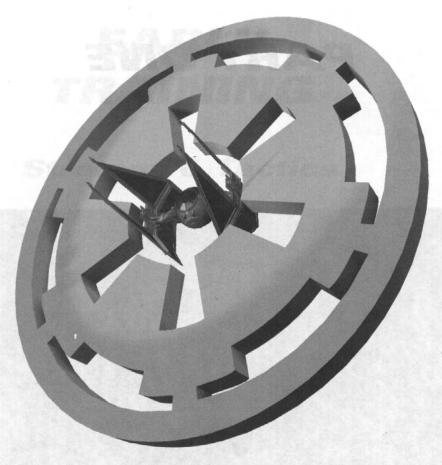
Battle Thirteen is located in the Iast System

A final triumph for the Empire! The Emperor heads for the Endor System to snare the Rebels, while Grand Admiral Thrawn lures Zaarin into a fatal trap. On the way to Endor, the Emperor is ambushed by some of his own secret guards, who have betrayed him to Zaarin. The Emperor requests the player as escort as he leaves Coruscant in his luxury liner, heading to rendezvous with his Super Star Destroyer.

A betrayal by Namuura Din, one of Zaarin's commanders, leads to the Rebels acquiring critical information about the Emperor's plan, and Din also hands over a missile boat to the same Rebel commander. Din is caught and interrogated by Lord Vader, then executed. Lord Vader knows he must track down the Rebels who have the missile boat, and this Rebel commander now knows that Endor is a trap. The Rebel commander must be stopped before he can make it back to Rebel High Command with the truth about the second Death Star.

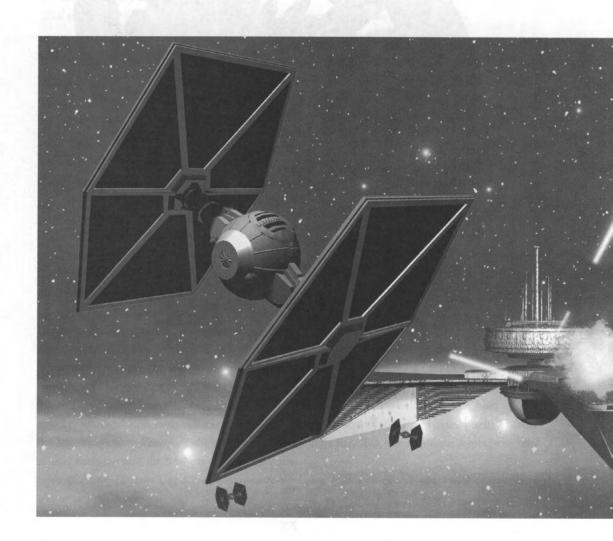
In the climax, an abandoned asteroid mining facility is now a secret research facility for the Vorknkx Project, and the player flies the TIE Advanced to defend the facility from an attack by Zaarin's forces, composed of TIE defenders and Muurian transports. The defenses protecting Tophalion Base are sabotaged by one of Zaarin's spies, and the traitor then launches a second attack with Assault Gunboats and modified corvettes. The player uses the TIE Advanced to defeat them, but, despite reinforcements from Grand Admiral Thrawn, To-phalion Base cannot hold against another attack. Zaarin leads this attack himself, as Thrawn prepares to spring his final trap: Thrawn knows the corvette *Vorknkx*'s cloaking device will become unstable when entering hyperdrive, and Zaarin takes the bait, the final cut scene tells the tale.

End of Battle Thirteen Cut Scene: The corvette Vorknkx, with Zaarin onboard, enters hyperspace to escape the final battle scene, and then explodes.



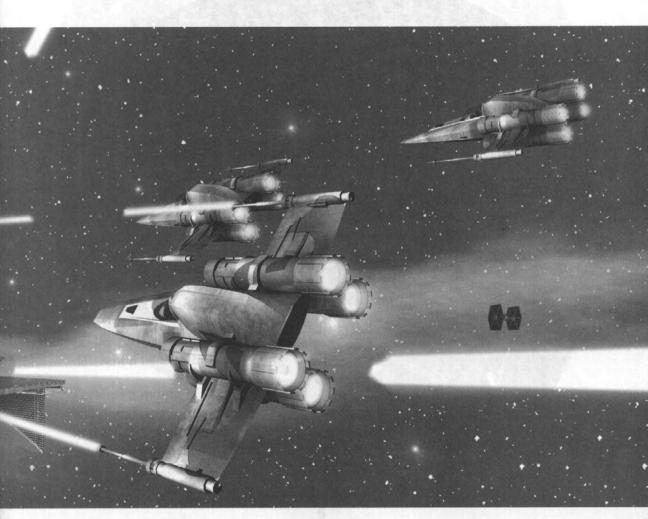
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PART ONE

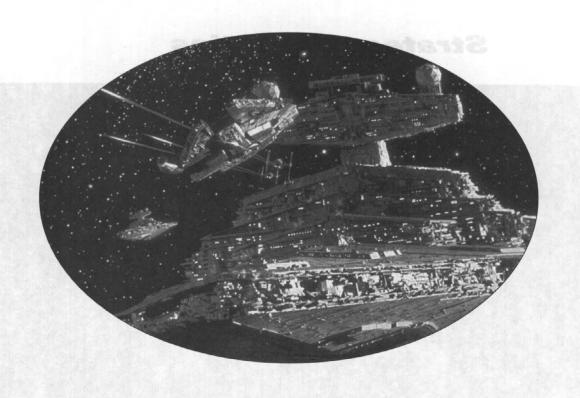


EARLY TRAINING

Strategy & Tactics



PARABAR



PART

Early Training

Prologue

"Ten Hut!" The officer barked the order and Maarek Stele pulled back his shoulders and squared his chest. The officer pinned a medal onto Maarek's uniform, gave a salute—right hand against left breast—which Maarek returned, then swiveled as if on gimbals, striding off to pin another pilot. Maarek avoided thinking of Mordon, and his thoughts wandered. Ultimately a familiar image came to mind. It was the Star Destroyer Vengeance. The first time he had seen it, the Star Destroyer had seemed the symbol of a new life, and of the power and grandeur of the Empire. How

Perhaps a month had passed since the incident with the Bordali. He was still a civilian, working in the Repairs section of the Star Destroyer. It was his first shakedown flight, a chance to take a repaired TIE fighter on a test run "outside." He had

different it all looked now. But then. . .

been learning the controls from the veterans in Repairs, and they liked him enough to give him a turn in the cockpit. In combat, the TIE fighters were ejected through an automated system, but in Repairs, they had to guide the craft through the hangar on repulsorlifts, then out the airlock on engine power. The fidgety repulsors on most TIE fighters made this maneuver difficult at best, but Maarek quite enjoyed the challenge. It reminded him of his early days racing swoops.

That first moment in the dark stillness of space, Maarek gasped and his head reeled. Stretching off beyond sight and into the richness of his imagination, the galaxy spread out before him. To either side was a vast metal world. Though he had been aware that the *Vengeance* was an Imperial Star Destroyer, his mind had never reconciled its vastness with the idea of a space ship. Now, he felt compressed—a mote, a mere particle—and even the Star Destroyer, grand as it was, seemed momentarily bounded by its limited scope.

Soon the incomprehensibility of seeing space from the inside of a tiny starfighter forced Maarek to turn his attention reluctantly to something closer at hand—the *Vengeance*. It was then that the real immensity of the Star Destroyer reasserted itself in his mind.

"This is Margoet. Stele? You there?"

The crackly voice blared in his ear, reproaching his almost spiritual awe.

"I- I'm here," Maarek replied after a moment of silence. He had to search for and finally activate his voice, which sounded small and distant.

"First time's a bit of a shocker, eh?"

Margoet's voice was affable. "Sorry to
cut you short, but the old tub's
hyperspace warning came on a moment
ago. Better come back in. It's a long ride
to the nearest planetary base."

The thought of being stranded here in the middle of nothing at all was instantly sobering. Maarek snapped to full awareness. He pulled the T/F around and headed back to the airlock, but not without taking one last, longing look at the Star Destroyer and the tapestry of stars surrounding it.

If he had seen little of the outside of the Star Destroyer in his first month, he didn't get to see much of the inside of the huge ship, either. Most of it was restricted to military personnel, and whole sections were classified. What he had seen—the civilian barracks and supply centers, the repair hangars, and a few offices in Admin—had all reinforced the image that he was stationed on a military installation planetside. Only the fact that he had been told he was aboard a ship contradicted that impression, and he often had doubts that he was being told the truth.

For he had become aware that the Imperials were in many ways a haughty bunch, full of their own righteousness and superiority. He was sure they would not hesitate to tell a civilian conscript like himself any lie that furthered their own ends. Except for Admiral Mordon. Now there was an enigma. Mordon, the senior officer aboard the *Vengeance*, was in some ways the most human. He had obviously taken a liking to Maarek. But of course, that had come later, after Maarek had come to his aid during the Rebel attack.

"Come see me any time," he had said.
"My door is always open." And he had given
Maarek the strangest password to use.
There's a fog over Celadon City. It had
struck Maarek as odd that the senior
officer aboard so great a ship
should bother with a lowly pilot,
but in a short time, Maarek
became a sort of surrogate son to
the admiral, or so it seemed.

And here he was, receiving another medal for his service to the Empire. He had become a top pilot, fought in many battles. And he had learned that all is not as it seems.

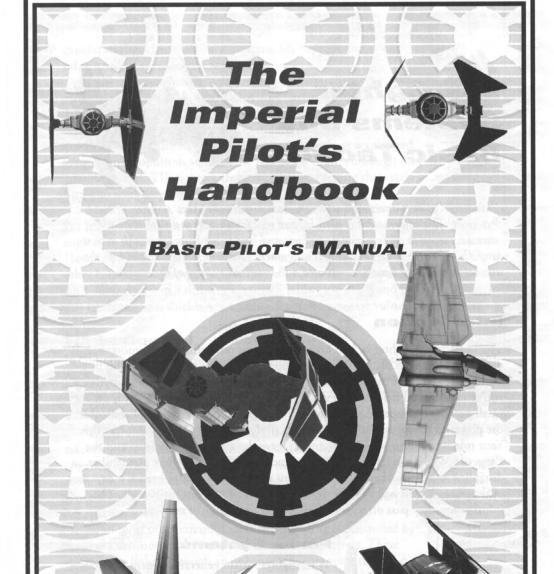
Early Training

Maarek began his pilot's training aboard the *Vengeance*. Of course, like all new pilot trainees, he had a lot to learn, and not all of it involved being inside the cockpit of a starfighter. On his first day back from boot camp, he was handed several holos and told to be sure he was familiar with them. Once he

had found his new quarters in the pilot's wing of the great Star Destroyer, Maarek had popped in the holo. He studied it until his eyes grew heavy and he slept dreamlessly.



Empire, idetablibedane autralpini, i.o.





Starfighter Systems and Basic Tactics



All Imperial pilot trainees must study the data contained in this document. This information is essential and will familiarize you with the basic systems common to all Imperial starfighters and how to use them. Read this section carefully before reporting to your first assignment. You will not be allowed into the simulators until you have demonstrated a thorough knowledge of these systems.

Introduction

The Imperial starfighter is, kilo for kilo, the most powerful and the most destructive weapons platform ever developed. When you take the controls of a starfighter, you must master power, speed, and maneuverability unlike anything you've experienced before. But even a weapon as deadly as a starfighter is only a small part of the Imperial plan. The real strength and power you will control is the power to follow orders and work effectively as a unit. Don't ever forget this. Your role is to follow your leader and to serve the glory of the Empire and the Emperor. When you have gained experience, you will lead others. Remember, in discipline and order, there is strength. You must learn a new language, a new way of thinking, or you will soon be dead. Pay attention to your instructors. The information they pass on to you may be your only hope of survival.

Power Systems

A starfighter's main generator system provides the necessary energy to drive the forward propulsion engines, the flight control thrustor jets, the deflector shields, the onboard computer systems, and the weapon systems. Some starfighters carry backup

generators, but these will only maintain life support and other systems at reduced power.

Imperial starfighters are powered by the Twin Ion Engines. This is why they are called TIE fighters. In a Twin Ion Engine, ionized gasses are accelerated to a substantial fraction of lightspeed in microparticle accelerators. Propulsion is achieved by expelling these accelerated gasses from propulsion vents in the rear of the craft. Although they carry a limited amount of fuel, TIE fighters are very efficient, keeping their ratio of available thrust to mass very high.

During combat, each pilot must choose the proper mix of power distribution. For instance, on vehicles with shield systems, power can be diverted from the engines to maximize shield strength or to increase power to the weapon systems. However, such a decision results in slower speed and reduced performance. On the other hand, in a tight spot a pilot may choose to divert all power to the engines. This often results in a turbo effect which boosts speed beyond ordinary limits. In this configuration, shields will steadily drain, leaving you vulnerable to any attack.

Flight Control

In addition to the main propulsion engines that provide the starfighter's forward thrust, there are a number of small thrustor jets that are linked to provide fluid and versatile maneuvering in space or in atmospheric flight. There are three main systems of flight control:

1. The repulsorlift generators are used when docking or during planetside takeoffs or landings. However, when operating from large starships and their crowded hangar bays, tractor beams or mechanized docking assemblies generally move small ships (including starfighters) until they are clear of the launch area. Once a starfighter is safely out in space, the pilot regains complete control of his or her spacecraft.

2. In most other circumstances maneuvering is controlled by the main thrustor jets by means of the cockpit controls. These controls are linked through an onboard nav computer to provide automatic synchronization of directional thrust and stabilizer jets. The result is a smooth turning radius. There are manual overrides, but these are only used if all other systems break down.

Starfighter controls operate very much like the controls of aircraft in atmospheric flight. This is no



coincidence, and Imperial engineers have determined the efficiency of keeping controls as consistent as possible across all craft, whether planetary or spaceborne.

In a starfighter, pulling back or pushing forward on the flight stick pitches the nose of the 'fighter up and down, while moving back and forth causes the craft to turn. Technically this is accomplished by the flight control system which translates the stick movements into a carefully coordinated series of bursts from

the thrustor control jets mounted in the wings and fuselage of the

spacecraft.

3. The third control system involves the axial roll thrustor jets which temporarily override the main thrustor control jets and allow a pilot to change the attitude of a starfighter without changing its direction of movement. Axial roll is often needed to orient one spacecraft to another. It is also very important to know how to adjust your axial roll in combat. Often a pilot can turn a potential disaster into a victory by simply rolling to a new attitude and then using main thrustors to come around on an enemy craft. Only practice will teach you this skill.

Sensor Systems

Sensors are devices whose purpose is to detect and analyze environmental phenomena. These may include light, sound, electromagnetic disturbances, motion and vibration, gravitational fluctuations, heat, pressure, trace chemicals, nuclear and magnetic fields, and even other sensors. Technically, anything that allows you to perceive more of what's going on around you could be considered a sensor—even a pair of field glasses! However, when we refer to sensors in starfighters, we are referring to specific, complex arrays of highly sophisticated data-gathering and analysis devices that work in conjunction with your onboard computer systems.

The most powerful sensors are too large to be carried aboard a starfighter, but a highly compact array of complex equipment is provided on many Imperial starfighters, primarily to detect and analyze a variety of transmissions and fluctuations in the space around the craft. Fortunately, this information is analyzed and interpreted by your onboard computer or cockpit threat display.

Starfighter sensors fall into two general categories:

- 1. Long-Range Sensors are grouped into a single unit called the Phased Tachyon Detection Array.
 - Monitors craft/object locations.

Monitors craft/object type or identification (limited at long range).
 Normal commercial traffic transmits ID codes on normal comm channels.

 Military craft suppress this transmission, but friendly craft transmit special codes on secure channels. Our sensors can usually identify friendly craft as well as enemy military vehicles and ordinary commercial spacecraft. Some readouts feature a color-coding system to identify friendly, enemy, neutral, or unidentified craft.

- Monitors craft flight characteristics and telemetry information used by the weapon tracking computer for laser targeting and missile locking. The sensors work together with the targeting computer to calculate trajectories of warhead flight paths.
- Monitors enemy craft threat status, providing warning if an enemy is using targeting computers to track and/or lock onto your craft.

Our threat display sensors are very sophisticated and can provide information about another craft's current orders or behavior, even what that craft is currently targeting. This sensor information also feeds directly into the In-Flight Map.

Sensor Identification Chart

Red = Imperial Craft
Green = Rebel Craft
Purple or Blue = Neutral Craft
Yellow = Warheads
White = Mines, Probes, Satellites, etc.

2. Short-Range Sensors are grouped into the Primary Threat Analysis Grid.

· Limited analysis of cargo and/or life forms aboard another craft.

Your sensor readouts are your eyes in space. You must check your sensor readouts frequently. Don't ever forget this. The pilot who sees his enemy first is usually the pilot who survives. Most starfighters carry standard all-directional long-range and short-range sensor units. Forward and aft readouts show all nearby activity unless another ship is jamming the sensors. You must memorize the color chart. Always know your position and that of your flight leader and squadron. Know your enemy's position. Be ready to follow your leader's orders instantly and without question.

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Weapons

The weapons systems aboard an Imperial starfighter are extremely powerful. No doubt you'll be impressed with their destructive potential. When used in conjunction with the onboard targeting computer, they make a lethal combination. But as powerful as they are, your enemy will have weapons of equal or possibly greater power. Learn to use your weapons effectively, sparingly, and accurately.

There are two classes of weapons:

- 1. Line of sight energy weapons and particle beams
- Laser cannons are the most common starfighter weapons. Their highly focused bursts of energy can inflict great damage. They are fired at very high velocity on a straight path. Laser cannons may be fired in rapid bursts, though a small delay is required to cool the laser beam focusing barrel. This weapon is powered by the ship's main power generator. Continuous firing will drain the laser power cells and your weapons may take some time to recharge. Your laser cannon can be fired singly or firelinked for maximum spread and power. However, recharge times are greater when weapons are fire-linked. Adjusting more power to the weapon systems will reduce recharging time, but at the cost of either shields, engines, or both.
- Ion cannons are specialized weapons requiring a larger power plant than laser cannons. Ion cannons shoot bursts of high-energy ionized particles which do not destroy enemy craft, but disable the electronics and machinery of the target. Ion cannons are useful for missions in which boarding an enemy craft, or capturing it intact, are required. Ion cannons require even more energy than laser cannons, and consequently can drain the power cells even more quickly and may need longer to recharge. Like laser cannons, ion cannons can be fire-linked for more concentrated power. They are rarely fired singly, however. Most often your ion cannons will be linked in pairs.
- 2. Warhead-carrying homing projectiles
- Concussion missiles are fast homing projectiles that carry a small warhead.
 Though not very powerful, they pack enough power to destroy a starfighter and damage a medium-size craft. Their onboard electronic

guidance systems are sophisticated enough to track and home in on even the most evasive target, once the targeting lock has been achieved. They are also useful for taking out the gun batteries of larger ships.

- Advanced concussion missiles are faster, carry a bigger warhead, and have superior homing capabilities.
- Proton torpedoes are slower-moving and much larger than concussion
 missiles. They also carry a much more destructive payload. Because they
 are slower and carry less sophisticated guidance systems, they are usually
 most effective against ground targets or larger, slower ships.
- Advanced torpedoes are faster, carry a bigger warhead, and have superior homing capabilities.
- Heavy rockets are slower than torpedoes and have poor homing capabilities, but they carry a very big warhead. Pound per pound, heavy rockets may be the most destructive weapon available.
- Space bombs are almost all warhead. These powerful weapons are quite heavy and carry minimal propulsion and homing circuitry. They are best employed at point blank range if a craft is moving at any significant speed.
- Mag Pulse is a special experimental homing missile with the capability of disabling spacecraft systems, especially weapon systems.
- 3. Beam weapons
- Tractor beams currently require too much power to be practical aboard a
 starfighter, but prototypes are already in testing, so it is very possible that
 a practical tractor beam system could be developed in the foreseeable
 future for incorporation in Imperial starfighters. Its primary use would be
 to inhibit the maneuverability of the targeted craft.
- Jamming beams are still in the theoretical stages, but the intent is to disrupt the targeted craft's own targeting system, thereby rendering its weapon systems useless.
- Decoy beams have been suggested, but there is no way to know if they
 will work, or if they will actually be developed.

Targeting Systems

In older starfighter models, pilots were required to target their main cannons by eye with the help of a crude sight. Recent innovations in target acquisition have

To

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culminated in the development of various models of Sienar Fleet Systems' Navcom computer targeting system.

These new systems allow our pilots to lock onto one or more targets. The heads-up display (HUD) illuminates the target and then "lights up" the gunsight when the correct firing angle is achieved. With the exception of a few "old guard" veterans, our pilots universally praise this new targeting system. However, we do recommend that new pilots spend some of their simulator time with the system turned off. In real combat, you may have only a split second to get a shot off. Developing good deflection shooting skill will only maximize your opportunity to deliver death and destruction to our enemies.

Your spacecraft may be armed with a variety of warheads — even older craft such as the TIE fighter or the newer TIE Interceptor are often "field" modified to accommodate warhead launchers. A positive lock is required to maximize a warhead's tracking ability. Otherwise, you may as well fire blindly! You will use your targeting system to determine when to fire. The longer you can keep your target centered in your sights, the more effectively the computer can plot an intercepting path.

As the targeting computer is locking onto the target, it downloads the appropriate electronic emissions signature to the warhead's onboard homing systems. The targeting box turns yellow and a pulsing tone is heard. Once the telemetry has been completed, your targeting box will turn red. You may fire as long as the lock remains on. Once fired, the missile or torpedo will follow the electronic signature of its target. In battle, you won't get many chances, so make them count. In some cases, you may be able to call in a supply ship to reload your missile or torpedo bays. Use discretion when ordering such a reload mission. You may jeopardize your own safety and that of the supply ship.

Defense Systems

The best defense is a strong offense. Our vast wings of TIE fighters easily overwhelm our enemies, and resistance is rare and often futile. On early TIE fighters, in the interests of speed and maneuverability, shields were omitted. Although the TIE fighter is, therefore, somewhat vulnerable, its speed makes up for that.

Later TIE starfighters have benefitted from improvements in starfighter design and efficiency. Craft like the TIE Advanced achieve superior performance with the addition of powerful shields. Other craft under development will achieve even greater results.

There are two kinds of shields—particle and ray/energyand both are required to protect your spacecraft. Particle shields protect against missiles and other physical objects such as small meteorites. Ray/energy shields protect against lasers and other energy beams, and require more energy output than particle shields.

rgy—

There is very little you can do about the armored hull of your starfighter, but shields are very much your responsibility. You may increase or decrease power to shields as well as adjust them to forward, aft, or overall coverage. Shield direction can be adjusted almost instantly, and there will be times when you will need to protect your ship from heavy front or rear attacks. Remember, rotating shields forward provides double protection from the front, but leaves the rear of the craft unshielded. You must know where the enemy is at all times.

Shields become depleted after repeated hits, but will recharge if given time. In an emergency, you may apply more energy to the shields. This will reduce the time needed to fully recharge them—however, engine performance and weapon recharging rates will suffer.

Navigation

The hyperdrive is one of those scientific miracles that only a few claim to understand, but it has become the mainstay of galactic commerce and transportation. Each point in real space has its equivalent point in hyperspace, and this point's location relative to a real space location can be calculated. Using powerful and efficient fusion generators, the hyperdrive engine hurls a spacecraft into hyperspace to a location calculated by the astrogation computers.

All navigation aboard an Imperial starfighter is handled by the on-board nav computer. Astronavigation is impossible without powerful computing capabilities, and even with an advanced nav computer, most systems are put on

minimum power while hyperspace calculations are made.

Although hyperspace jumping is one way to escape a losing contest, remember that your targeting computer system will be inoperative while astrocalculation is taking place.

Damage Control Systems

Your system readout should be checked any time you take a serious hit. During battle, you should check frequently for damage D. In case you do receive non-lethal damage, on-board warning and repair



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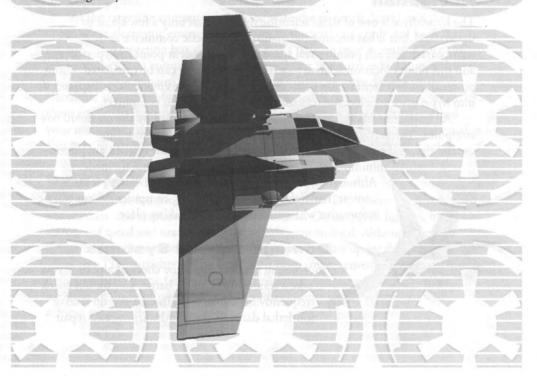
systems automatically activate. If multiple systems are effected, you can order the priority of repairs.

Communication

Each starfighter is connected by subspace transmission to the rest of its group. You will hear a lot of crosstalk during operations. Learn to filter out the transmissions that are intended for you, and otherwise keep your lips buttoned. There is no room in combat for extraneous chatter. Your on-board computer systems will keep a log [L] of all messages sent out during a battle. You may refer back to this log to be sure you have not missed an order.

Life Support

Some Imperial starfighters are equipped with Guidenhauser ejection seats which include a wrap-around anti-vacuum armor and a deployable para-foil for atmospheric ejections. Ejection seats can provide almost instantaneous escape from a doomed starfighter, but the pilot's probability of survival in space is not high unless help is immediately available. In atmospheric ejections, survival odds increase greatly.



STANDARD OPERATIONAL DIRECTIVES Starfighter Combat

Situational Awareness and Energy Management

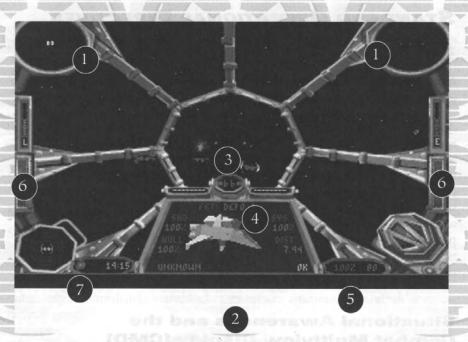
An Imperial starfighter pilot needs more than dogfighting skills to defeat the enemies of the Empire. Order. Discipline. Unit coordination. All are important aspects of successful starfighter combat. However, there are other, more individual skills that must be mastered by each pilot: Situational Awareness and Energy Management. Situational Awareness is knowing where you are, where your squadron or wing is, where your enemy is, and what you need to do to accomplish your mission goals. Energy Management is configuring your ship's power system to achieve the maximum efficiency. Proper utilization of these skills will depend on your ability to analyze and reassess your situation constantly in the midst of a rapidly changing environment.

Situational Awareness and the Combat Multiview Display (CMD)

The CMD is the most important part of your targeting system. The very first thing you should do at the start of any mission is query the CMD (in ID mode) for the nearest enemy fighter or unidentified armed craft (R). If there are enemy ships nearby, you may have to decide quickly whether to engage or proceed. You should consider yourself already under attack if there is an enemy less than 2 klicks distant! If there are any enemy fighters nearby, you should immediately determine if any are, in fact, targeting you (E). Using the targeting system and the CMD, quickly cycle through all of the craft displayed on your sensors, noting their type and distance (T or Y). Pay particular attention to those ships most critical to your mission. As time allows, assign them to the memory locations of the targeting computer for quick reference during the mission (Shift)F5 to [F7]). As new ships enter the area, your ship's computer will alert you with an appropriate message. Special sound cues will alert you when a new message is displayed. Target the new arrivals in the CMD to see how they affect the overall situation (U). As you do this you should be building a mental map to help you determine the best method to achieve your mission. Of course, your on-board map system is a tremendous aid to this process (M).

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TIE FIGHTER COLLECTOR'S CD-ROM: THE OFFICIAL STRATEGY GUIDE



- 1. Sensor Displays
- 2. CMD
- 3. Targeting HUD
- 4. Weapons

- 5. Engine Power/Speed
 - 6. Energy Array—LES
- 7. Hull/Shield Integrity

Energy Management and the LES Display

The primary consideration during any mission is what power configuration will optimize your chances for success. Depending on the craft you are in, there are certain systems that must be balanced for optimal performance and mission success. Among these systems are: Engines, Weapons, and Shields. Depending on mission goals and the needs of the moment, energy levels may be optimized for maximum speed, firepower, or defense. There are always trade-offs and you will have to learn the pros and cons of each. As the mission proceeds, you may find it necessary to make frequent adjustments. There is no "perfect" configuration. Nevertheless, you should always strive to maintain fully supercharged cannons and full primary and secondary shields, if your craft is so equipped. This skill can not be overemphasized. It must become second nature, allowing you to rapidly and instinctively select the optimum configuration demanded by circumstances.

Note: Imperial starfighters are equipped with an automatic speed calculation module which allows pilots to direct the ship's computers to adjust speed with any targeted craft. However, pilots should not become overly dependent on this system, as it is not always reliable. For one thing, the craft you are matching speeds with may be changing speeds. A thorough understanding of speed vs. power options is still required for all pilots.

Here are some tips for managing energy in battle:

· Shift weapon energy to shields.

When you begin a mission, you will find your cannons are already at their supercharged levels. Your primary shields will be fully charged, but your secondary shields will not be charged at all. Note that the cannons recharge more rapidly than the shields. Experienced pilots have found that they can bypass certain inefficiencies in shield recharge rates by setting the cannon recharge rate at maximum and then transferring that energy to the shields using [¹] or Shift F10. Quickly build up your secondaries by transferring any accumulated cannon energy directly to the shields.

· Use shields to store energy.

Shields dissipate energy more slowly than the cannons. Use shields to store energy like a battery. When you are redirecting as much energy as possible to the engines for greater speed, but still wish to maintain your shields, you can keep the shields at their normal recharge rate and redirect all the cannon energy to the engines. Then, when you need to fire your weapons, you can quickly transfer shield energy to the cannons (; or Shift) [F9]). You must not forget to reset the recharge rate for the cannons, however!

Use cannons to charge shields.

Another alternative which allows good speed, shield maintenance, and some firepower is to redirect all shield power to the engines and set the cannon recharge rate to one above normal. Then manually transfer cannon energy to the shields every few moments. This increases your workload, but in a low-threat environment cannons are not in full use, this works well. It is possible for a pilot to build up a full charge for both systems this way!

· Redirect energy to engines for maximum speed.

For maximum possible speed you will need to redirect both cannon and shield energy to the engines. As long as you have already maximized your shield strength

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first, you should have a few minutes before that energy dissipates. Note that normal recharge rates merely maintain current energy levels. (Firing cannons or taking hits to the shields will, of course, result in a loss of energy.)

· Redirect energy to other systems to slow down.

This is the corollary to the previous rule, but is sometimes overlooked by novice pilots. When it is necessary to reduce speed — for instance, when you want to keep a slower-moving target within range — you may choose to redirect energy from engines to shields or to weapons instead of cutting your throttle. This way, you achieve the speed desired, but also gain additional charging for other important systems. Just don't forget to correct your settings when more speed is required.

Basic Energy Configurations

A starfighter is a versatile craft designed to accomplish a variety of tasks. However, it is only an effective weapon if you understand how to use it. If you've studied the information about energy management in the previous section, you understand that this is one of the key skills you will have to master. The following list of basic configurations is intended as a guideline only. Their use is completely situational. In other words, you must determine when to implement any energy strategy. These configurations are designed to be used with shielded starfighters. For obvious reasons, a pilot's choices are more limited on unshielded craft. On the other hand, configuration requirements are simpler.

Normal Maintenance

Cannons: 50% Shields: 50% Throttle: Full

This setting is used to maintain energy levels and is best used in non-threat environments. Also, this setting can be used for extra speed in dogfights if shield and cannon levels have been previously charged to maximum. You must remember to reset cannon energy before you run out of laser power. Or, if you are not in danger of being hit, you can transfer energy from shields to cannons.

Speed

Cannons: 0 Shields: 0 Throttle: Full

Use this setting to achieve the highest possible speed your starfighter is capable of attaining. Useful in emergencies, when you need to get somewhere quickly, but remember, your shield and cannon energy will slowly drain in this setting.

Normal Attack

Cannons: 100% Shields: 50% Throttle: Full

Use this setting for normal attack situations. Your cannons will remain fully charged in T/I or T/A, even with constant shooting, but will slowly dissipate in T/F, T/B or GUN. Your shields will remain stable. If your shields are hit, you can transfer energy from cannons to charge them back up.

Speed Attack

Cannons: 100%

Shields: 0 Throttle: Full

Use this setting to gain extra speed during an attack while keeping your cannons fully charged. In this setting, it is the pilot's responsibility to keep his shields charged by frequently transferring energy from the cannons. Primary for unshielded craft.

Slow Down (Non-threat charging)

Cannons: 100% Shields: 100% Throttle: As needed

Use this setting to attack slow-moving enemies like Y-wings. It's more efficient to raise your shield and cannon energy levels than to lower your throttle. You may also have to adjust throttle, but often setting cannons and shields to maximum will have the desired effect.

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This setting is also used in non-threat environments for maximum charging effectiveness.

NOTE: Craft equipped with beam weapons will have to make further adjustments as the beam weapon draws energy from the engine systems as well. However, the additional complexity and energy drain should be made up for by the beam weapon's added capability.

WEAPONS, TARGETS, AND FIRING CONFIGURATIONS

Weapon selection and firing configuration decisions will often determine the success or failure of a mission. There are a few general rules that apply to almost every situation.

Homing Projectiles

Homing projectiles such as concussion missiles and proton torpedoes are intended to give you some "standoff" attack capability. Since these are "fire-and-forget" weapons, their rapid deployment can help you quickly even the odds in your favor.

Torpedoes are designed for attacking larger and slower ships. Though faster than a starfighter, they can't turn as well. An alert pilot can always evade one, so it is Imperial doctrine to avoid using torpedoes against starfighters. This doctrine does not necessarily apply to our enemies, however. Some pirates, renegades, and Rebels have been known to fire torpedoes at our starfighters, especially when they catch a pilot unaware or in a head-on attack.

Concussion missiles, on the other hand, are designed for dogfighting. Because of their great speed, they are also somewhat effective at intercepting torpedoes.

When targeting an enemy ship you will find that large ships must be within 6 klicks for a lock-on to be achieved. Against small ships the distance must be less than 2 klicks. At extremely long range you must keep the target absolutely centered in the targeting box. You may discover that enemy ships can achieve solid lock-ons while you are still "acquiring" your lock. This can be true especially of capital ships and some starfighters equipped with special, long-range sensor systems.

Cannons

For most combat and almost all dogfighting you will rely on your cannons. The dual-fire mode has been shown to be the most effective compromise when considering power, targeting opportunities, and firing speed. In the standard TIE fighter and Assault Gunboat, this is especially true because the cannons are in a

twin mounting that places their fire in a very small area. If the target is going to be hit at all, it will be hit by both guns, a more efficient use of energy! In the T/I, T/B, and T/A, dual-fire mode is preferred because the mounting of the cannons on the solar panels allows a much larger area to be considered by the targeting system. Although this results in a less efficient use of cannon energy (as up to half the shots may miss), it is offset by the benefit of having more firing opportunities against a small, rapidly maneuvering target such as an X-wing or A-wing fighter. A note for TIE fighter pilots: Because TIE fighters are smaller than an X-wing's wingspan they can find safety between the cannons! This is not a recommended procedure, but the fact does exist.

Beam Weapons

Eventually, you will gain access to special energy weapons that fall under the category of beam weapons. These weapons fall into three categories — tractor, jamming, and decoy. Current developments in beam weapon design suggest that it will soon be possible to employ low-power tractor beams aboard certain starfighters. Other beam weapons are still in the development stage.

Tractor beams will allow you to inhibit the maneuverability of enemy ships, making them an easier target. Current power consumption limits starfighter tractor beams to a range of 1.5 klicks.

GENERAL NOTES ON COMBAT

Combat in space is all about position. You want to be in a position to control, and if necessary, destroy your enemy. You also want to avoid being in a position where he can hit you. Best of all is any position that fits both of these criteria! In engagements between starfighters this is a straightforward task. A starfighter's weapons all face forward, so if you can position yourself on the enemy's tail and stay there, you will defeat him.

In any fight where you are outnumbered, you should always identify the greatest threat and attack it first. This ensures that your battles will get easier as you go and it is also effective psychologically. Your opponents will see their toughest fighters defeated first, becoming demoralized. If your opponents believe they are going to be beaten, they will allow themselves to be beaten!

Toward that end, Imperial doctrine requires the application of overwhelming force to a given situation. Remember, you are part of the solution, but you are not required to operate alone. Stay with your unit unless ordered to take another course.

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· Finish What You Start

When dogfighting, pick a target and stay with it until you have destroyed it. Always pick the enemy that is the greatest threat to the mission and work down from there. (See Hull Damage on page 33 for an exception to this rule.)

· Breaking Up a Formation

When breaking up an attack by several enemy ships in formation, your primary task is to keep firing long enough to force a particular ship to break formation. Proceed to attack each ship in the formation until all have been forced out of their attack run. After that, destroy at will or continue with mission objectives,

· Using Missiles on a Flight Group

When attacking a multiship flight group with missiles or torpedoes, lock and fire as quickly as possible. If a missile or torpedo is evaded at first, don't worry; it will continue to track the target. After you have fired at each of the enemy ships, go back through the target list to the earliest one that still survives. Fire another projectile if necessary, but try to take it out with cannons if you can. Use your weapons wisely. While a resupply craft may be available, the reload operation is very risky in the middle of a combat situation.

When employing missiles or torpedoes against stationary targets it is not necessary to get a solid lock. A few seconds of "yellow" is sufficient.

Escort Duty

When flying a defensive patrol, stay within a few klicks of the vessel(s) you are protecting. When you move to intercept any attackers try not to go more than 8 to 10 klicks away. A second attack on the other side will catch you too far away to get back in time. Especially skillful shooters have shown that staying near the craft they are escorting allows them to move quickly into the enemy's line of approach. When the enemy launches warheads, the pilot then "sprays" a continuous volley of cannon fire into the warhead's path, often shooting the warhead before it reaches its target.

Also, when protecting other ships, try to draw off the fire of large enemy ships by flying within range of their guns and popping off a few shots yourself.

· Head-On Attacks

In a one-for-one war of attrition, the Empire will win. Our enemies must conserve their resources. However, in a head-on attack, never assume a Rebel pilot will try to avoid colliding with you. Their starfighters are most often equipped with heavy shields and some enemy pilots have been known to collide deliberately with unshielded craft like the TIE fighter, which destroys the unshielded starfighter and only depletes shield strength on the other. This is a dangerous tactic, but one that must not be disregarded by Imperial pilots!

Note that due to the rate of closure during head-on attacks, you can start firing at 1.7 to 1.9 klicks. When making a head-on attack into heavy fire you are advised to avoid being hit by maneuvering in a "corkscrew" manner until you have closed to dogfighting range. Then, when your target flies past, turn in behind him and attack.

In the case of wounded fighters whose shields are low or whose hull is damaged, you may have the option of maintaining a straight and level head-on attack because the target will be destroyed with only a few shots. This is risky, however, as there is a significant risk of being hit yourself.

The Corkscrew Avoid



Basic Corkscrew Avoid

The basic attack avoidance maneuver is called by some veterans the "Wotan Weave." This is a spiral or corkscrew maneuver that will enable you to avoid enemy fire while maintaining a particular heading.

First target the craft you wish to head toward (or away from). With this as your reference point, start turning while simultaneously pulling back (or pushing forward) on the stick. If you are doing this correctly, the targeted craft's blip will appear about half-way from the center of the appropriate sensor display. Your stick will be approximately half-way toward a corner po



Joystick position

stick will be approximately half-way toward a corner position, but will require constant small adjustments. Generally speaking, when avoiding fire from a large ship use a slow spiral. (The greater the distance the slower the spiral.) When avoiding enemy starfighters (or missiles) a tight, fast spiral is best.

• Attacking Large Ships with Cannons Only

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When attacking large ships the Corkscrew Avoid is absolutely essential for making repeated attack runs. The standard method is this:

- 1. Have shields and cannons fully charged, with recharge rates at maximum.
- 2. Weave in and begin firing at 1.5 klicks and maintain fire as you close on the target. You may wish to reduce speed to keep from getting too close. This will also serve to maximize your fire on the target.
- 3. When you've taken enough hits to require breaking off, reverse direction and open throttle.
 - 4. Transfer all available energy to the rear shields.
- 5. Start weaving and continue to fly away until out of range or ready to make another run.
 - 6. Restore shields to even distribution.

A simple variation of this technique should be employed when piloting a craft that cannot take *any* hits (such as a TIE fighter). Make the following changes:

Keep your attack run very short—as few as four or five shots fired—then execute a loop—pull straight back until the target is in front of you again. Fire another quick burst and repeat. This tactic is best used when attacking from the rear, as, over time, it will bring you closer and closer to the enemy. At some point, you will have to extend the separation again.

One final note for shielded craft: Try to take out the enemy ship's lasers one by one.

· Balancing Shields

Whenever you've taken a few hits, be sure to even out your shields (on craft that have shields, of course). Press S three times. This is especially important when you are going to transfer energy from the cannons to the shields. The reason is that if, for example, your forward shields are down, but your rear shields remain at full, you won't be able to transfer the energy!

• Identify Unknown Craft

Identify all cargo- or passenger-carrying craft before attacking. This will help you decide what to attack and when. Various Imperial intelligence services may also be able to make use of this information as well.

• Missile Escape Maneuver

To avoid a missile you must have it targeted in the CMD. You must be moving at high speed (generally at least 100). Turn away from the missile, then when it is about 0.4 klicks away, turn hard toward it. Assuming you are successful, keep turning toward it until it self-detonates.

With the greater maneuverability of most Imperial starfighters, this shouldn't be difficult. Many of our pilots have become quite skilled at shooting the missiles to destroy them. In fact, the better pilots claim the best way to avoid a missile is to target the enemy craft that is attacking, then turn toward it, firing in single-fire mode. This head-on attack is dangerous, but offers an excellent chance of defeating the incoming missile!

· Keep Cannons Supercharged

Supercharged cannons fire farther and hit harder. Watch your energy use and try to keep cannons supercharged.

Know Your Target

Know your target's characteristics, especially speed and armament. When closing to dogfighting range (less than 0.75 klicks), match speed with your target. This will help you stay on his tail and keep you from overshooting into a disadvantageous position.

KEEP CHECKING THE MESSAGE LINE!!!

Because the message line is often overlooked during combat, musical themes have been assigned to particularly important events. These are the arrival of friendly and enemy ships, the destruction of friendly and enemy ships, and the presence of enemy ships within combat range.

Hyperspace Jumps

If a mission requires you to make a jump into hyperspace, be sure to balance your shields and transfer all available cannon energy to the shields, if necessary. You are vulnerable for a few seconds just before you enter hyperspace, and it only takes a couple of missiles to keep you from going anywhere!

COMMUNICATIONS IN BATTLE

Note: You can always count on your wingmen to respond to your orders, but sometimes they are all you can count on. Quite often there will be Imperial craft participating in the same battle as you, but they will not respond to your orders.

Shift (Attack Target!) is the most important wingman command. Use it often, especially when the enemy is coming from more than one direction. It is also a good way to concentrate firepower on a single target such as a Freighter or Corvette when you wish to destroy it as quickly as possible.

Shiff (C) (Cover Me!) should be used with caution. The reason is that, if your wingman is already engaged and you order him to come to your aid, he will ignore the enemy he was fighting. That enemy will now have an easier time getting your wingman! Note that you must be currently targeted by an enemy craft to get a response.

Shift E (Evasive Action) should be used to tell ships under your command to escape imminent danger.

Shift B (Board me to reload and repair) is used to call for any available transport to reload projectile weapons during battle. This should be used away from danger to avoid unnecessary risks to the transport.

Shift (Send reinforcements) is used when you get into a situation you can't handle. You must realize that even the Empire does not have unlimited numbers of ships. If you call for reinforcements, you may lose some of your pilot ranking points. In addition, if you call too often, the number of ships available may diminish due to casualties in previous missions.

Shift (Report In) is used to get a situational report from a wingman or flight leader.

Shift I (Ignore Target!) should also be used with caution. It is useful for getting a wingman to break off an attack, (should you wish to finish his target off yourself), but may make your wingman a sitting duck! You may notice

that despite acknowledging your order, your wingman may continue pressing the attack.

Shift (Wait for Further Orders!) should be used with extreme caution. It is more effective for getting a wingman to break off an attack but will definitely make him a sitting duck! Be sure you don't forget to ...

Shift G (Go Ahead; Continue with Mission) to order waiting ships to get going.

Shift (Head Home!) is useful for those pilots who are so skilled that wingmen just get in the way, (and prevent you from making ALL the kills!) Be careful, though, as this is another way to make it easy for the Empire to kill one of yours. The reason is that the ship receiving this order will have to make it to its hyperspace jump point, which may be some distance away, and will be vulnerable until it gets there.

Note that in the heat of battle, discipline is often difficult to maintain. Avoid putting yourself between a wingman and his target and you will avoid "friendly fire."

MISSION START (SHIELDED CRAFT)

Here is a typical mission check-out procedure for shielded starfighters. Obviously, the mission start procedure for non-shielded craft will be a simplification of this one. In combat, you may not always follow these exact steps, but during training, get used to using them. Later on, you can adjust your procedures to fit the situation at hand. You must learn to perform these steps very quickly. You won't generally have time to think about what you're doing. Make it automatic.

- 1. © to start camera. (Remember: a film record is the only way you can analyze the mission later.)
- 2. X to select dual-fire mode.
- ['] (apostrophe) or Shift F10 as many times as necessary to transfer cannon energy to shields until the secondary shields are fully charged.

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- 4. F9 twice to set cannon recharge rate at maximum.
- **5.** F10 twice to set shield recharge rate at maximum, unless high speed is to be maintained.
- 6. Backspace to go to full throttle if not already there.
- 7. M to go to the map screen. Take a moment to get a clear idea of the positions and types of craft in the area. Use the targeting keys to cycle through all craft present, remembering to save the most significant (flight leader, mother ship, primary goal craft, and/or greatest threats) to memory locations.
- **8.** R to locate nearest enemy fighter. If you have a wingman you may want to order him to attack this target, depending, of course, on the mission objectives. To do so press Shift A, and then T to locate another target. (Take this one yourself.)
- **9.** Once secondary shields are fully charged press (F10) three more times to set shield recharge rate to normal.
- 10. Once cannons are fully supercharged press [F9] three times to set cannon recharge rate to normal, (unless currently engaging the enemy.)

Note that it is often possible to do two things at once. For example, the C and X keys are next to each other and so both can be hit at the same time. Similarly, F9 and F10 can be pressed together to save time. Be sure to check your displays to verify what you've done.

SOME GENERAL NOTES



Conserve your firepower! There is a bonus for high accuracy
and a penalty for poor accuracy. Don't fire your weapons
unless you feel certain of hitting your target. This is especially true of the
homing projectile weapons.

Note: You will pay a penalty for every Imperial ship lost. If you destroy an Imperial ship, you lose 10,000 points.

For more information about scoring in TIE Fighter, see Appendix A (page 260).

• Hull Damage

Let ships with hull damage go, unless their complete destruction is a part of your mission objective. If other waves or the arrival of other ships depend on their destruction this will help delay them. At a certain level of hull damage a ship will automatically head toward its mothership or its hyperspace exit point. They don't always make it — this will prevent the creation of other ships entirely.

· Highlighted Ships/Components

Targeted craft will flash red and yellow. (The individual component you're targeting system is locking onto will flash yellow, the rest of the craft will flash red.) Use the comma key or Shift-comma to select different components.



Unobstructed View

Turn off the cockpit view momentarily to get an unobstructed view of the area ahead. Press ... on the numeric keypad to toggle the cockpit view on and off. Remember, your sensors only give you an approximation of where other ships are.



No cockpit mode

· Brushing Off Your Wingmen

When doing close fly-bys of other ships, avoid rolls and hard turns if you have wingmen. They try to maintain position, and will often collide with the craft you're flying by.

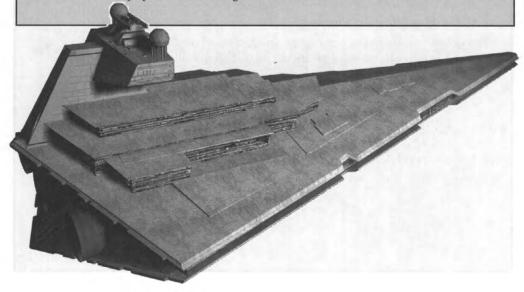
· Calling for Reinforcements

There is a global penalty of 5000 points if you call for reinforcements during a mission.

For still more super TIE Fighter tips, see pages 56 - 58.

Speed Chart (all ELS se	ettings at	50%)		
X-wing	100		Escort Carrier	13	
Y-wing	80		IPV-1 Patrol Craft	78	
A-wing	120		Corellian Transport	90	
B-wing	90		Freighter	18	
Z-95 Headhunter	85		Cargo Ferry	22	
TIE Fighter	100		Modular Conveyor	27	
TIE Bomber	80		Container Transport	33	
TIE Interceptor	110		Space Containers	0	
TIE Advanced	145		Space Tug	11	
TIE Defender	155		Heavy Lifter	22	
Assault Gunboat	90		Corellian Corvette	22	
Transport	55		Nebulon-B Frigate	18	
Tyderian Shuttle	65		Calamari Cruiser	11	
Escort Shuttle	72		Interdictor Cruiser	9	
Stormtrooper TRN	55	· 5	Victory-class STD	9	
Assault TRN	67		Imperial-class STD	11	

Maximum speeds for all craft are 50% greater than speeds shown here. For instance, top speed for a TIE fighter is 150.



Hits to Kill Table

This table shows the approximate number of shots it takes to destroy a given craft in TIE Fighter. The first column represents laser cannon fire. The second represents missiles (with advanced missile information in parentheses). The third column represents torpedoes, (again with advanced torpedoes in parentheses). The fourth column represents rockets and the last column is for bombs. In some cases the numbers are meaningless. For instance, it obviously takes one bomb to destroy a TIE fighter. Here is a chart of approximate strengths of different weapons where a laser blast equals two and a turbocharged laser blast equal four.

Missile = 30 Advanced Missile = 60 Torpedo = 100 Advanced Torpedo = 150 Rocket = 350 Bomb = 650

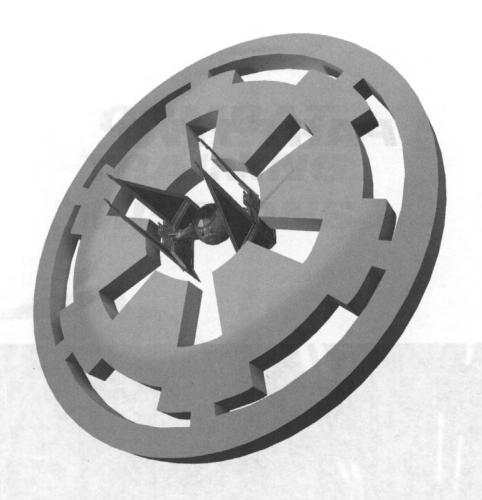
Remember that each warhead also has other characteristics including weight, speed,

and homing capabilities.

The first number listed in the chart is the number of hits it takes to lower the shields to or below zero. The second number represents the number of additional hits it will take to destroy the craft. Remember that shields will continually recharge, so these figures are based on continuous fire. In the case of laser cannon figures, they are based on supercharged laser blasts.

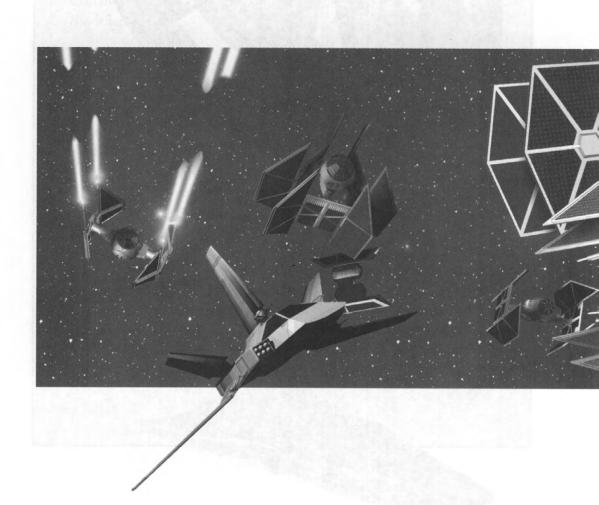
Craft	Lasers	Missiles (Adv.)	Torpedoes (Adv)	Rocket	Bomb
		Fighters			
X-wing	11/4	2/1 (1/1)	*/1	*	*
Y-wing	16/9	3/1 (1/1)	1/1	*	*
A-wing	11/3	2/1 (1/1)	*/1	*	*
B-wing	26/17	5/2 (2/1)	1/1 (1/1)	*/1	*
Z-95 Headhunter	5/5	1/1 (*/1)	*/1 (*/1)	*	*
TIE Fighter	*/2	*/1(*/1)	*/1 (*/1)	*	*
TIE Bomber	*/6	*/1 (*/1)	*/1 (*/1)	*	*
TIE Interceptor	*/4	*/1 (*/1)	*/1 (*/1)	*	*
TIE Advanced	12/4	2/1 (1/1)	*/1 (*/1)	*	*
TIE Defender	26/4	3/1 (1/1)	1/1 (*/1)	*	*
Assault Gunboat	21/6	4/1 (2/1)	1/1 (*/1)	*	*
	Sh	uttles and Tra	insports		
Tyderian Shuttle	21/5	4/1 (2/1)	1/1 (*/1)	*	*
Escort Shuttle	*	4/2 (2/1)	1/1 (1/1)	*/1	*
Stormtrooper TRN	*	3/2 (2/1)	1/1 (*/1)	*	*
Assault TRN	*	7/4 (4/1)	2/2 (2/1)	*	*
IPV-1 P:atrol Craft	*	5/3 (3/1)	2/1 (1/1)	*/1	*
Corellian Transport	*	*	4/1 (2/1)	1/1	*/1

Craft			.) Torpedoes (Adv	Rocket	Boml
CNIA		ighters and (+11	*
CN/A	40/8	7/1 (4/*)		*/1	-
CN/B		8/2 (4/1)	3/* (1/1)	*/1	*
CN/C	*	2/* (1/*)		*	4
CN/D		2/1 (1/1)			*
CN/E	*	4/2 (2/1)		*/1	
Bulk Freighter	97/24	>12	5/1 (3/1)	1/1	*/1
Modular Conveyor	*	*	3/1 (2/1)	1/1	*/1
Container Transpor		*	2/2 (2/1)	*/1	*/1
Cargo Ferry	*	*	3/1 (2/1)	1/1	*/1
Corellian Corvette	81/40	>12	4/2 (3/1)	1/1	*/1
Modified Corvette	*	*	4/3 (3/1)	1/1	*/1
		Utility C	raft		
Heavy Lifter	*	*/2 (*/1)	*/1 (*/1)	*	*
Space Tug	*/1	*/1	*/1		
		Capital S	hips		
Escort Carrier	*	*	29/15 (20/10)	9/4	5/2
Interdictor Cruiser	*	*	29/11 (19/8)	9/3	5/2
Calamari Cruiser	*	*	39/23 (27/15)	11/7	6/4
Lt Cal Cruiser	*	*	26/13 (17/9)	8/3	4/2
Nebulon-B Frigate	*	*	26/16 (17/11)	8/4	4/3
Modified Frigate	*	*	26/16 (17/11)	8/4	4/3
Victory STD	*	*	32/16 (21/11)	9/5	5/3
Imperial STD	*	* -	48/24 (32/17)	15/7	8/4
		Other Ob			
Space Platform	*	*	32/16 (22/12)	9/5	5/3
Mines and Satellites	*/1	*/1	*/1	*	*

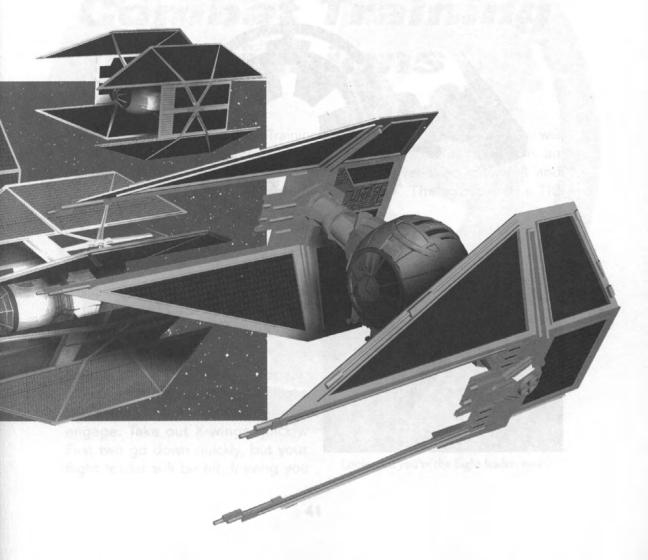


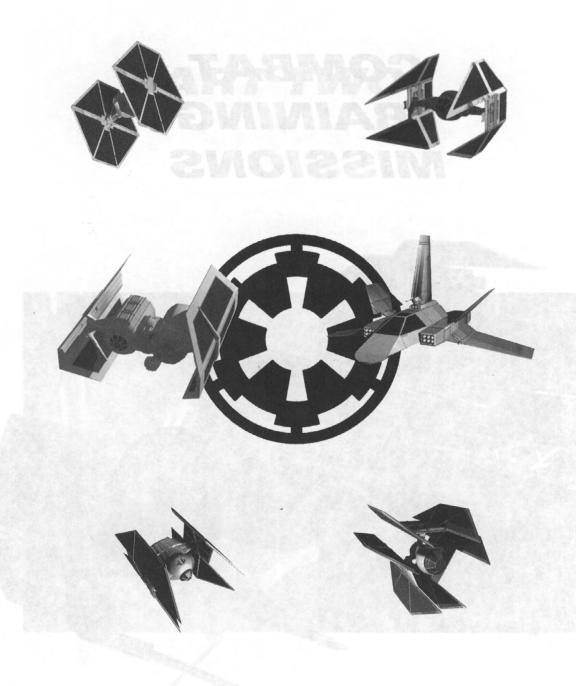
PART TWO

PART TWO



COMBAT TRAINING MISSIONS





PART

Combat Training Missions

Note: There are four Historical Training missions for each starfighter you will fly in TIE Fighter. However, Historical Mission 1 for each craft is an exceptionally simple mission. Therefore, this chapter skips mission 1 and only provides information about missions 2-4. The exception is TIE Defender Mission 1, which we have included.

TIE Fighter Mission 2

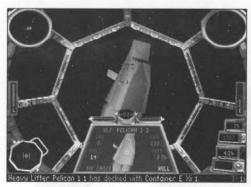
Basically, learn to follow instructions in flight in this simulation of a Rebel raid on one of our supply depots.

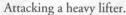
Mission Analysis

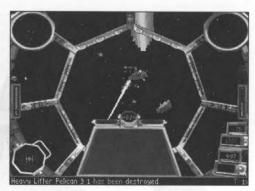
Follow instructions as they appear. Maintain formation with your flight leader until X-W Blue arrives. Turn to engage. Take out X-wings quickly. First two go down quickly, but your flight leader will be hit, leaving you



Looks as if you're the flight leader, now.







Taking out a heavy lifter.

in charge. Go after X-W Gold next. After X-W Gold is destroyed, X-W Red will enter. The Y-wings are near the platform, doing damage and disabling it. Go after X-W Red 1 and you will get your primary mission complete message. Order your wingmen to take care of X-W Red 2.

Now go after the heavy lifters, *Pelican 1, 2,* and 3. When two HLFs are destroyed, the secondary mission is complete. Destroy the third to accomplish the bonus goals as well. When all three HLFs are destroyed, the containers are safe.

Debriefing

Primary Goals: Destroy 75% of all X-wings or destroy 75% of all Y-wings.

Secondary Goals: Destroy 100% of all Heavy Lifters.

Bonus Goals: 100% of all X-Ws must be destroyed for 2000 pts.

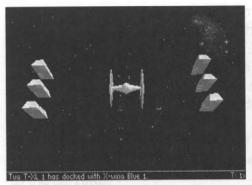
100% or all Y-Ws must be destroyed for 2000 pts.

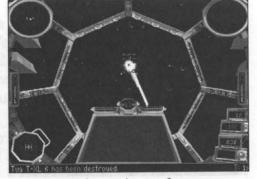
TIE Fighter Mission 3

Attack and destroy various containers, tugs, and starfighters in an abandoned Rebel site. Work quickly, and choose your targets efficiently to cause the most destruction in the shortest period of time.

Mission Analysis

Go to map once you enter the mission. You'll see two stacks of containers, and two groups of Rebel starfighters among them — 6 A-wings and 5 X-wings, plus six tugs. Target the nearest active enemy craft; a TUG. Throttle up to full, put your recharge rates to maximum, and fire away. Keep after the tugs as they are activating the starfighters. If any starfighters become activated, shoot them down as well.



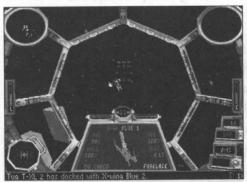


The tugs will to activate the enemy fighters.

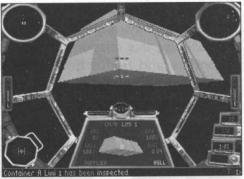
Take out the tugs first.

Use missiles on A-wings if they become activated. Use two missiles and finish the job with guns. The A-wings will not attack you, but will circle the container area. Use them for gunnery practice.

Once all starfighters and tugs are destroyed, inspect the containers and then destroy them.



Then take out the active fighters.



Inspect the containers quickly.

Be careful not to collide with any containers or other craft. Remember, you don't have any shields.

Debriefing

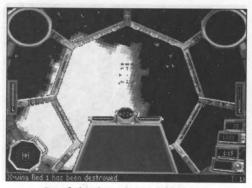
Primary Goals: Destroy all of X-wing Blue.

Destroy all of tug group T-XL.

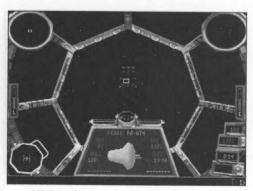
Destroy all of A-wing Red.

Secondary Goals: Destroy all of container groups Vic and Limi.

Bonus Goals: Inspect container groups Vic and Limi (before destroying them) for 150 pts each.



Dogfight the enemy starfighters.



The probe is more than 14 km away.

TIE Fighter Mission 4

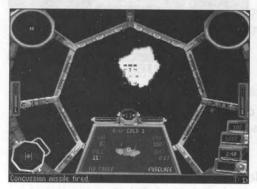
Destroy the Rebel probe, then dock with the CRV Astin.

Mission Analysis

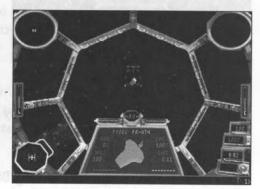
In principle, this is a very simple mission. Destroy the probe, which is about 14 km away. You have some help with a pair of Gunboats. You can go after any X-wings they miss.

Basically, this mission has you dogfighting lots of Rebel starfighters for secondary and bonus goals. The primary mission is very easy, so this is basically a challenging dogfighting mission.

When A-wings threaten you, use dual-fire missiles, but watch what the



Use missiles on A-wings.



Now the probe is history.

Gunboats do, so you don't waste missiles. Stay close to the Gunboats. If the A-wing fires a missile at you, switch to single fire cannons and shoot directly in the missile's path to knock it down. Once the probe is destroyed, the

corvette will return, but it's 17 km away, so head that way with laser recharge to zero and get back to the hangar as fast as possible. A Rebel Frigate will arrive and launch Z-95s. You can fight them or run. If you have any missiles left, use one missile on a Z-95. Finish them off with cannons.

After the first wave of Z-95s, five more Z-95s will launch. Try to stay away from the Frigate to avoid being fired upon. More Gunboats will arrive if the

first ones are destroyed.

Even more Z-95s will appear if you keep fighting. Eventually, you'll either get killed, destroy all the Rebel starfighters, or run at full speed back to the corvette.

Debriefing

Primary Goals: Destroy probe PR-V74.

Secondary Goals: Destroy all of X-wing Blue.

Bonus Goals: Destroy all of Z-95 Headhunter groups Red (500 pts), Blue

(1200 pts), Gold (2000 pts.), and Striker (5700 pts.).

Destroy all of X-wing Red for 500 pts. Destroy all of A-wing Gold for 1000 pts.

TIE Interceptor Mission 2: Ambush!

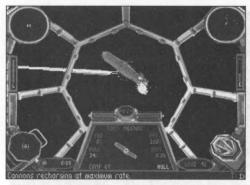
You will participate in a multi-phase mission whose objective is to lure a Rebel cruiser into an ambush. You will provide cover for our TIE Bombers during the mission, and will participate in the attack of the cruiser when it arrives. However, you must make sure the Imperial FRG Implacable survives as well.

Mission Analysis

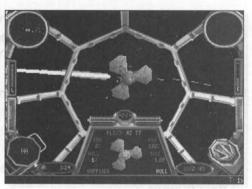
To get the bonus goal of killing the Corellian transport, target the Neenoc and shoot rapid fire with your wingmen to take him out. That's the only way to get him before he escapes to hyperspace. Next go after the Z-95s. Meanwhile the TIE Bombers will be attacking the platform. If somebody else doesn't get him, destroy the System Patrol Craft, Derdmin.



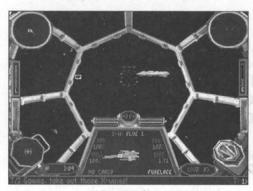
Going after the Neenoc.



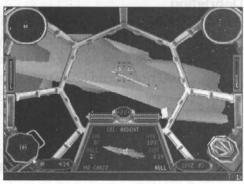
Shooting down the Neenoc.



The platform is about to go!



X-wing alert!



Finishing off CRL Ardent.

Then the Calamari light cruiser Ardent will arrive. The TIE Bombers will take out the platform, and primary goals are accomplished.

To get secondary goals, you may attack the X-wings and Y-wings. To get additional bonus goals, you'll need to destroy A-W Gold and B-W Red. Basically, keep dogfighting as long as you can.

Debriefing

Primary Goals: Destroy all Z-95 Headhunters.

Destroy platform AZ 77.

Destroy Patrol Craft Derdmin.

Secondary Goals: Destroy CRL Ardent.

Destroy all of Y-wing groups Red and Gold.

Destroy all of X-wing groups Blue and Red.

Bonus Goals: Destroy the Corellian transport Neenoc for 500 pts.

Destroy all of A-wing Gold for 500 pts.

Destroy all of B-wing Red for 1000 pts.

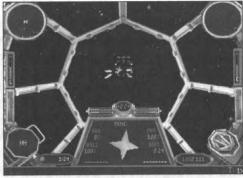
TIE Interceptor Mission 3: Clear Minefield.

Everybody's favorite. Clear the minefield so our transport can board the containers they protect.

Mission Analysis

Go into quad-fire mode. Keep moving and flying erratically. Target a mine and fly straight just long enough to get it in your sights, fire, and turn immediately away. Don't wait to see if you hit the mine. Keep moving erratically. Try not to get too close to the minefield, but pick away at the edges and work your way through it.

While destroying the mines, leave your laser recharge rate at



Targeting a mine.

normal. There's a lot of stored energy in the T/I's four cannons, so you can gain some speed that way. When you're done with the mines, turn the recharge rate up.

Now go inspect the containers quickly so the boarding operation can begin. This will signal TRN Sigma 1 to launch. You can destroy the other containers now, leaving only the one with the equipment.

Now three Rebel transports will arrive. Best to go after them and keep them off your Frigate. Keep harassing them so they can't make torpedo runs. On a T/I, quad fire can be very effective because the spread of fire is not too wide. In single-fire mode, you can break up the attack runs, then keep after the enemy transports until they are destroyed. Next, some shuttles will arrive, but there are no goals or bonuses associated with them. Fight them if you want, or return to the hangar.

Debriefing

Primary Goals: Destroy all mines.

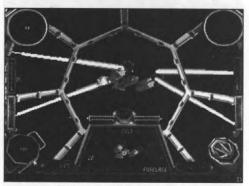
Bonus Goals: CON Koss (with Equipment) must be boarded for 1000 pts.

TIE Interceptor Mission 4: Combined Attack

Join in an attack on a Rebel space depot. Take care of the enemy starfighters while the bombers take out the containers.

Mission Analysis

You're told to go after starfighters first, but since the tugs are delivering pilots to the other craft, go after them first. Have wingmen take out some while you attack the others. Check the map to find where they all are. Target the lead ship in each tug group first (T-SE 1 and T-SF 1) and place them in memory locations F5 and F6 respectively. Set throttle to full and laser recharge to zero to get



Blasting Y-W Gold 3.

there quickly. Switch to quad-fire mode and take out T-SE 1. When you get close, set recharge to maximum and throttle to 1/3 and take out the first tug. Switch to T-SE 2 and take it out as well. Continue to destroy all the tugs as quickly as you can.

Go to full throttle and engage the nearest enemy Y-wings. Meanwhile the T/Bs will take out the containers and your secondary goals will be complete.

After the Y-wings, go after the transports and shuttles if any remain. If any shuttles or transports did not get pilots, they will still be unmanned. Target and destroy them.

Note: To get the container transport *Moth*, you have to go after it early in the mission, or it will escape to hyperspace by the time you complete all the other mission objectives.

Debriefing

Primary Goals: Destroy all of shuttle group Revt.

Destroy all of transport group Bultz.

Destroy all of Y-wing Gold.

Secondary Goals: Containers Duce 1, Duce 2, and Duce 3 must be destroyed.

Bonus Goals: Destroy all of tug groups T-SE and T-SF for 500 pts.



"You cadet Stele?" A pair of troopers stood near the simulator.

"I'm Stele," Maarek acknowledged.

"Come with us," the first trooper said.

Puzzled, Maarek followed as the two troopers led him out of the simulator complex, through the concourse, and into one of the main tunnels aboard the Star Destroyer. There, they motioned him to board a skimmer — one of the small hovercarts that were often used to cover the large distances within the Star Destroyer, especially when speed was important. At just around 1600 meters in length, going from one end of the Star Destroyer to the other could take time, and many of the pathways through the ship were anything but straight!

Maarek kept his silence, as did the troopers, but he wondered why his training had been interrupted. Had he done something wrong? Even though he was now a legitimate member of the Imperial Navy, he retained some uneasiness about his presence aboard the Star Destroyer and his place within the Empire. Had they found some defect in his character, or discovered some secret he didn't know he had?

They rode up several floors on a large elevator, and soon it became apparent that they were heading toward the bridge. Maarek had never been on the bridge of the *Vengeance*. Few non-bridge personnel were ever invited there, and Maarek saw no reason why he should be an exception.

He did not see the bridge this time, either. They turned off the main tunnel, then wound around through several other tunnels, ending up in a small hallway that stretched off into the distance. The troopers halted the hovercart and climbed down.

"This way," said the one that talked. The other remained silent, but his eyes were watchful.

They led Maarek to a plain hatch. It had no markings, and was indistinguishable from many similar hatches in hallways all over the ship. Maarek had no idea how they even knew this was the right one.

The hatch irised open and the troopers motioned Maarek to enter. His heart skipped a beat. What awaited him inside? It was mysterious.

Inside, he was assaulted by the color green. There were plants everywhere. There was also a pleasant, though unfamiliar scent. It smelled vaguely like the shimsa flower from Maarek's home planet, Kuan, but there was another scent mixed in — like pepper or benthe berry tea. The air was thick, and Maarek realized that it was very humid. From somewhere, Maarek heard the sound of running water. It was as if he stood on a planet somewhere, not in the middle of the metal hulk of a Star Destroyer.

Amid the greenery, Maarek began to notice the brightly colored flowers, ranging from vivid pink to dusky orange. A few were tinged with lavender or aquamarine. They were thick, almost fleshy, and seemed to shiver in the dampness. Maarek noticed that each flower he observed was pointed directly at him. He was about to move to investigate one of the flowers when Mordon spoke.

"Do you like my little retreat?" the admiral asked. With a start, Maarek realized that the admiral was standing close by, partially camouflaged by a great green bush almost twice his height.

Before Maarek could answer, the admiral continued. "Come, cadet Stele, join me for a few moments." He beckoned Maarek to follow him and walked back into the .

jungle was the only appropriate word.

Maarek followed hesitantly. He noticed that the flowers remained facing him, even when he moved. So fascinated was he with the flowers that he failed to notice the small waterfall and the table and chairs nearby until he had nearly stumbled into one of the chairs.

"Have a seat," said Mordon with a slight chuckle.

Off balance, Maarek did as he was told and plopped ungracefully into the chair. He felt foolish, but was too overwhelmed to care. How could such a natural garden exist on the Star Destroyer? It seemed somehow out of place in the Imperial scheme of things.

As if in answer, Mordon said, "Most Star Destroyer admirals have their . . . eccentricities. Some collect artifacts, some have elaborate holo units designed to simulate whatever they desire to experience. For me, I grew up on a planet full of natural beauty. I come here to think, to find my own brand of solitude."

Finally, Maarek found his voice. "It's beautiful, sir."

Mordon laughed. "And you're probably wondering why I had you brought here." he stated.

Once again, this was the foremost thought in Maarek's mind. He nodded. "Sir?"

The admiral reached over and poured a steaming liquid into two cups and gestured for Maarek to take one. As Maarek tasted the biting liquid, Mordon sat quietly, his eyes closed and his breathing very even. When he began to speak again, his voice was slow and seemed slightly distant. "Let's say you remind me of someone. Also, you did me a favor once, and I'd like to repay it. Or maybe I want something more from you." Mordon's eyes opened slightly.

Instantly Maarek was suspicious and he felt himself grow very still. The steaming cup burned his hand, but he remained frozen in place. What did it mean when an

admiral wanted a favor of a raw cadet?

But Mordon either didn't notice Maarek's sudden wariness, or he chose to ignore it. "I am a very good judge of character, Stele. Can I call you Maarek?" He didn't pause for an answer, but continued as if the question required none. "I think you have certain qualities that I want to encourage. . . " He closed his eyes again and there was silence other than the sound of water splashing on rock.

Maarek waited, noticing that the flowers were still pointed directly at him. Only at him, not at the admiral.

Suddenly, Mordon seemed to come alive again. "So, Maarek, how are you doing in the simulators? Your reports are excellent."

Slightly startled, Maarek answered without thinking. "Simulators are fine, I quess, sir. But not like the real thing."

Mordon smiled. "Of course not. But you must be patient. What you learn there may preserve your life."

"Yes, sir." Everyone said the same thing.

"And how do you like your new role as a citizen and soldier of the Empire?" Mordon asked.

After weeks of silence and keeping his own counsel, Maarek surprised himself by answering honestly. "I've seen very little so far. The Empire is as good as any political system, I suppose. Bringing order and prosperity to the galaxy and all. But I don't know. Anyway, what really interests me is finding out what happened to my father." As soon as he blurted it out, he wished he hadn't said anything.

But Mordon only said, "Ah, the scientist. . ."

Maarek sat uncomfortably for a moment, feeling acutely observed. Then Mordon spoke again. His voice was low. If Maarek hadn't known better, he would have called it conspiratorial.

"There are some things you cannot talk about with the people around you, but it is necessary to tell someone," he stated. "All is not as it seems within the Empire, cadet Stele. There are mysteries and events seen dimly in the fog." The mood passed suddenly. "Finish your tea, Maarek, and come see me again soon." The admiral stood up, and started to leave. Casually, he handed Maarek a small ring — a simple band with an oval-shaped disk of metal on the top. "Wear this until you get outside. Then give it to the troopers. Don't put it down!"

The stern warning confused Maarek, but the admiral was already leaving and he had no chance to ask why not. He quickly finished his drink and made his way back to the hatch and the bleak, but familiar metal halls of the Star Destroyer.

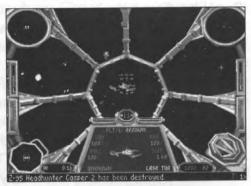
TIE Bomber Mission 2: Space Bombs

Learn to use space bombs by attacking three platforms in conjunction with the FRG *Implacable*. Take out the first platform, then join in the destruction of the other two. You may call for reloads up to five times.

Mission Analysis

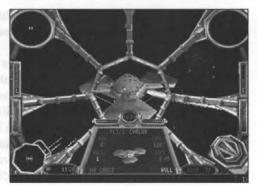
You will learn to use inertially guided space bombs in this mission, as well as how to call for and receive reloads of warheads. It's a good idea to target the laser platforms aboard the platforms when you deliver your bombs. This will reduce the amount of return fire from the platform. You can reload up to five times.

On your first run, launch all four bombs. If your wingmen are successful,



Targeting the Abriham's laser turrets.

the platform will be in very poor shape. However, you can't count on your wingmen, so assume the worst. Be sure to fly in as fast as you can and drop your bombs from outside the gun range of the platform. If its gunners are not targeting you, there's a better chance your bombs will get through. Also bombs are not self-powered, and rely on your ship's speed and a close delivery to be effective. However, they carry a very powerful payload.



Taking out the Cyrlus.

If only your bombs hit, the Abriham should be at about 20% shield strength. Go back for a reload of bombs. Trying to take out the platform with cannons alone is not a good idea. Put your T/B at its fastest setting and head for ATR *Mako* to get a reload. Hit Shift-B to call for a reload. If any enemy starfighters are around, take them out first so you can rendezvous with the *Mako*. Be sure to stop close to the reload craft to save time.

With a new load of bombs, head back to the Abriham, target laser turrets, and attack from the lower hemisphere where it has fewer guns. Full throttle and lasers at normal recharge. Meanwhile, PLT Bersabba is being taken out by the other strike team. Launched three bombs before getting into effective gun range. He's down to 25% hull, so get out of gun range and launch the last bomb. Three B-wings have arrived and are attacking the frigate. Meanwhile, destroying the Abriham gives you a primary mission complete message.

So now go back to the *Mako* and get more bombs to help with the Bersabba. Some X-wings enter the area, but your escort of TIE Advanced should be able to take care of the B-wings and the X-wings.

With a new load of bombs, set your ship for maximum speed and hurry over to the Bersabba to deliver your bombs. Two should do it. Lock at 6 km, and fire.

If necessary, go after PLT Cyrlus next. Shoot last two bombs at the Cyrlus. Now go back to the *Mako* and get a reload. Because the *Mako* is an Assault Transport, it can match speeds with you. Therefore, you can call for it to board you, then head toward the next target. When you get within 6 km, stop and let the Mako catch up. That way, you'll get reloaded sooner.

At this point, the CAL Ossus Day enters the area. See if you can take it out with space bombs, too.

Debriefing

Primary Goals: Destroy platform Abriham.

Secondary Goals: Platform Bersabba must be destroyed.

Bonus Goals: Platform Cyrlus must be destroyed for 2000 pts.

Calamari cruiser Ossus Day must be destroyed for 3000 pts.
All of Y-wing group Red must be destroyed for 1000 pts.

All of X-wing Gold must be destroyed for 1000 pts.

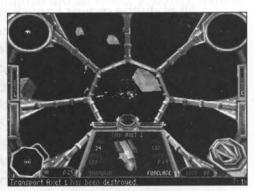
TIE Bomber Mission 3: Torpedo Run

Attack a Rebel supply depot with torpedoes, then return to the CRV Control. Work quickly to avoid a Rebel counter-attack.

Mission Analysis



Platform positions



Taking out the transports.

To accomplish some bonus goals, be sure to inspect the shuttles, transports, and containers before attacking. Order your wingmen to go after TRN Axet 1, and go after Axet 2 on your own. Then send your wingmen to go after Axet 4. Then go after the closest member of SHU group Enouck. Remember to set your laser recharge rates to full when you close in on slower craft. Finish off Axet 3 quickly. Transports may carry torpedoes, so don't leave them around. Either use your wingmen or take care of them yourself. Finish off SHU group Enouck.

Now go after SHU group Xarxis with your wingmen. You can make very short work of these shuttles if you join your wingmen in the attack on them. Next, send your wingmen after the tugs, then inspect the container and send your wingmen after them.

Some Y-wings will enter, but at 26 km away. Order your wingmen to wait while you destroy the containers. Now some A-wings appear, but also quite far away. When all the containers are destroyed, check the position of the A-wings. At this point, you have achieved your primary goals. If you choose to, you can attack the A-wings and Y-wings. You will be challenged, as the A-wings will go after you, and they are faster and more maneuverable. You can try shooting them with torpedoes, but you will be up against a superior enemy, even though the A-wings are not carrying warheads. You will have one opportunity to reload weapons; however, you will have to be sure you will need to take care of the A-wings before it becomes safe to reload. A flight group of B-wings follows the destruction of A-wings.

Debriefing

Primary Goals: CRV Control must survive.

All of shuttle groups Enouck and Xarxis must be destroyed.

All of transport group Axet must be destroyed.

Tugs T-ST and T-SP must be destroyed.

All of container groups Vic and Limi must be destroyed.

Bonus Goals: Inspect shuttle groups Enouck and Xarxis for 150 pts each.

All of A-wing group Red must be destroyed for 600 pts.

All of Y-wing group Red must be destroyed for 400 pts.

All of B-wing group Red must be destroyed for 500 pts.

Inspect all of transport group Axet 150 pts.

Inspect containers Vic and Limi 200 pts. each.

TIE Bomber Mission 4: Bombers Armed with Missiles

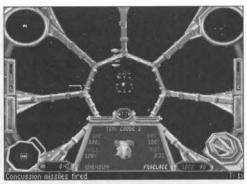
Attack a Rebel storage yard with TIE Bombers armed with missiles. Practice giving orders to your wingmen. Return to the FRG *Compton* when the mission is complete.

Mission Analysis

You have a double load of concussion missiles. To get some bonus goals, you'll need to inspect some craft before destroying them. Use your wingmen to attack transport group Goode. Use missiles in dual fire mode for a quicker resolution. You will be attacked by SHU *Trail 1*. Use your wingmen to help you if necessary. Fire a pair of missiles at it when you have

a good shot, then finish him off with cannons. Follow up with SHU *Trail 2*. Then you'll have to take on shuttle group Guild. When you're finished with the transports and shuttles, you'll notice that the FRG *Compton* is under attack. The tugs are docking with A-wings. You can destroy both if you are quick.

Next, go after the containers, inspecting, then using your wingmen



Attacking TRN Goode 2.

to help you destroy them. When X-wing Red arrives, send your wingmen after them and join them when all the containers are destroyed. More starfighter groups will arrive. If your wingmen are all killed, you may want to head for the frigate unless you are very confident in your abilities in a TIE Bomber.

Debriefing

Primary Goals: FRG Compton must survive.

All of transport group Goode must be destroyed.

Tug T-DP must be destroyed.

Container Clip must be destroyed.

All of container group Berm must be destroyed.

Secondary Goals: All of shuttle groups Trail and Guild must be destroyed. Bonus Goals: Inspect all of shuttle groups Trail and Guild for 150 pts each.

All of X-wing group Red must be destroyed for 1500 pts.

A-wing Red 1 must be destroyed for 600 pts.

All of Y-wing group Red must be destroyed for 400 pts.

All of B-wing group Red must be destroyed for 500 pts.

Inspect all of transport group Goode for 150 pts.

Inspect container Clip for 300 pts.

Inspect all of container group Berm for 350 pts.

The sound of running water, so rare aboard the Star Destroyer, came to be the symbol of those times Maarek spent with Mordon. There was sometimes food — delicacies from worlds Maarek had never even heard of. Always, there was the spicy tea. And always, there was conversation.

Mordon heard Maarek's whole story, about the war with Bordal, the disappearance of his father, his swoop victories (and losses). He found it easy to talk amid the greenery and the water sounds and the tea. It was a relief.

Conversation was not one-sided, however. Mordon talked often about his past. He described the planet of his origins ("It was one of the Corellian systems.") and the exceptional flora and fauna of his homeland.

"Yes, these flowers are somewhat unusual," he said one day. "I grew them from seeds I had flown from my home system. They are keyed to me. As long as I am in the room, they will not attack."

"Attack?" Maarek looked around, noticed, as always, that every flower he could see was turned toward him. "What do you mean, attack?"

For once, Mordon did not laugh at his obvious discomfort. "They can exude a powerful poison, killing a human almost instantly. But don't worry. You're safe as long as I am here."

"But what about when you're not here? I've been here alone, too."

"Yes. Do you remember the ring I gave you to wear? It will tell the flowers you are a friend. Without that, you would be dead in seconds."

Maarek said nothing, twisted the ring on his finger, and squirmed in his seat. Suddenly he missed the barracks and his cold, hard bunk.

"You are quite safe, Maarek. My flowers do not make mistakes. They know friend from foe."

The admiral often told Maarek stories of his early years as a cadet or of being a pilot in old freighters and transports.

"By the time I entered the Imperial Academy, I had already captained a small Corellian transport. I always believed that I was meant to explore other worlds. I never knew how much I would miss mine, though."

Maarek never tired of hearing stories about space combat, and Mordon frequently offered advice about starfighter tactics and combat survival. "Keep your head on a swivel," he would say. "Don't let anything catch you unaware. Your single advantage is situational awareness."

Another of his favorites was, "Don't forget the wingman."

But by far his favorite advice was, "Don't be a hero." He would often elaborate. "Pick your moments and learn to recognize situations that will get you killed. It's all right to miss a kill if it means you'll survive to fight another day."

Some of Mordon's advice went contrary to what he was being taught, but Maarek always knew which information would keep him alive. And that was what counted.

Later, Maarek consolidated some of Mordon's most practical tips:

Some General Combat Tactics

- Develop an easy familiarity with all your craft's systems, especially the targeting keys for the CMD and Threat Display.
- 2. Learn to use the map effectively. All your targeting keys are operative, including the memory presets.
- 3. If you've got missiles, remember to use the map when choosing your next target. The nearest enemy fighter will usually be too close and difficult to acquire a lock on. Instead, pick one that is just about 2.5 kilometers away. This will be about perfect for achieving a quick lock.

- 4. A disabled ship is a harmless ship. If you have a ship with ion guns, like the Assault Gunboat, learn to use your ion cannons to disable a ship once its shields have been knocked out by your cannons or missiles. You can turn your attention to more dangerous threats, then finish off the disabled ships later.
- 5. If you are the number 2 craft in your flight group, be sure to assign your flight leader to memory. Missions can often be completed by simply following your leader and attacking the same targets he does.
- 6. When flying any shieldless craft, hit \(\mathbb{E} \) and start jinking as soon as your laser or missile warning indicator light comes on. If the enemy is firing missiles, you can turn twoard the attacker and start shooting immediately in single-fire mode. You have an excellent chance of hitting the warhead with a cannon blast.
- When flying a TIE craft with no shields, never do a head-on pass with the enemy. Always try to get them from the side or rear. If you do a head-on, most likely you will be destroyed.
- 8. If you are the flight leader, your wingmen usually wait for you to assign them to do something. Press Shift (A) once you've targeted what you want them to go after (usually by using (E) or (R)).
- 9. When dogfighting, try not to let them lure you in towards their mother ship so that their mother ship's turbo lasers can blast you. Try doing this to the enemy, though, any chance you get!
- 10. If you find yourself the center of a lot of hostile starfighter attention, put everything you've got into engines and turn away from the enemies. As you fly away, be sure to have your rear shield (if any) fully double charged. If you fly in a tight, fast spiral (or corkscrew), you may be fortunate in that your enemies may get in each other's way. They may even be so kind as to take a missile meant for you!
- 11. Whenever you receive a message indicating the arrival of a new craft, hit U to target the leader of the new flight group. Then go to the Threat Display (Z) to see what they're up to. This will give you the earliest warning of a new threat.
- 12. It's always nice to save your warheads. Save at least one or two warheads. So what if you go home without using them. They are there if you really need them.
- 13. In warhead selection, always consider heavy rockets as the greater "bang for the buck." Of course, some missions are still better accomplished with another missile type.
- 14. If circumstances allow it, try alternating between missiles and lasers. For instance, shoot some of your lasers, then use your missiles. After you use some of your missiles, you've charged your lasers back up, and you can return to full-strength laser fire.

- 15. Note that any warhead fired from your ship adds your ship's speed to its total speed. Thus, the faster you are going, the faster any warheads you launch will go.
- 16. Resupply craft are often very slow. If you order a reload, your throttle will automatically drop to zero. If the reload craft is more than 0.1 kilometers away, you're in for a fairly long wait! Throttle up and rendezvous as quickly as possible. Be careful with your speed, though. You don't want to overshoot! When you do come to a stop, reorient yourself toward the next target so you'll be ready the moment the reloading operation is complete.
- 17. When launching warheads at capital ships, try to do it from a distance, outside the capital ships' laser range. This way, you can safely "pick away" at the target's guns. If you find yourself within gun range, be sure to turn away the moment you release the warheads, because the capital ship will fire at you and can accidentally hit the warheads. So launch your warheads, then change your flight path a little that's it.
- 18. When attacking a capital ship with just your lasers, it's always good to take out the gun turrets first.
- 19. When attacking very large capital ships, "sweep" your gunfire up and down the length of the target craft to maximize your fire effect while minimizing your exposure to return fire.
- 20. Remember when you're attacking a single corvette that at zero horizon it has a blind spot, and the biggest blind spot is at zero horizon behind the corvette. Attack from behind and wait until you get close in, then blow off one of the turrets. Then stay in that hemisphere of the ship.
- 21. When attacking mines, it's very good to turn often. Find your target, fire your shot and turn. Find another target, fire your shot and turn. Never fly straight and level any longer than you need to take aim and fire!
- 22. Try loop attacks on multiple stationary and/or slow-moving targets. Assign each target to a memory location, especially if the battle is crowded. Then alternate attack runs on each. As you break off an attack run on one target, quickly recall the next from memory and turn toward it.

Against a single target, just remember to separate by at least a kilometer before turning to make another run.

A really dirty trick is to use this technique between two large ships. If you're lucky, they'll accidentally hit each other while trying to hit you, and end up in a fight to the death with each other!

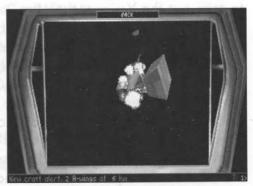
23. When protecting an important craft, save it to a memory location and check its condition often. Press (A) and you will see the craft's nearest attacker in your CMD. If you've got them, send wingmen to take care of the threat ((Shift)(A)).

Assault Gunboat Mission 2: Teamwork

Work as a team with the transports to recover stolen munitions from pirates and Rebels.

Mission Analysis

First order of business — take out the E/S of group Devil with wingmen and dual missile shots. Finish up with cannons if necessary. Next, go after the Y-wings. Meanwhile, transport Sigma is disabling the pirate cargo ferries. Concentrate on taking out the Rebel starfighters as they arrive. For secondary goals, locate CARGs Redbill and Wippet before they enter hyperspace. Use missiles on his gun turrets in single-fire mode,



Scratch one cargo ferry.

then finish if necessary with cannons. If you get in trouble, try using your ion cannons to disable one, then get the other. Once you've disabled a craft, it can't shoot back or escape and you can destroy it when you have a chance. By this time, you should have accomplished all primary and secondary mission goals. Return to dogfighting starfighters if you want to get the bonus goals and wait for the heavy lifters to accomplish their goals.

Debriefing

Primary Goals: At least 50% of all Rebel craft must be destroyed.

Cargo ferries Filcher and Riirdo must be disabled.

All of escort shuttle group Devil must be destroyed.

Secondary Goals: Cargo ferries *Redbill* and *Wippet* must be destroyed. Bonus Goals: Heavy lifters *Amgis 1* and *Amgis 2* must complete their missions for 1000 pts each.

Assault Gunboat Mission 3: The Challenge

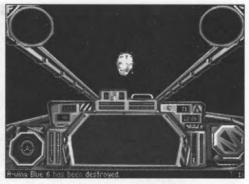
Test your dogfighting skills in this simulation of one starfighter against waves of attacking enemies.

Mission Analysis

This is primarily a dogfighting mission, with bonus goals attained by destroying capital ships. Basically, this is a great mission for gaining a lot of

bonus points and for learning to manage your shields and speed when going up against a lot of enemy starfighters.

Start out attacking with cannons to take out the Y-wings, then the Z-95s. Keep your shields up and your lasers charged. Save your missiles for tough enemies or for the capital ships. While you're dogfighting, stay away from the enemy capital ships,



Taking out A-W Blue 6.

since they will try to attack you, too. Once you primary objectives are complete with the destruction of B-W Blue and A-W Gold, more enemy starfighters will launch. Watch for missile attacks, and see if you can take out the missiles with rapid-fire cannon shots head-on.

When taking on A-W Blue, watch for missiles. Also, put your shield recharge energy to zero and lasers to full. Maintain shields by transferring energy from lasers. You'll have your hands full with the A-wings and the B-wings that follow. However, your primary goals are complete, so you can bail out to hyperspace if the situation gets too severe. If necessary, use ion cannons to disable any A-wings you can and come back later to finish them off when and if the area is cleared. (One reason for using ion cannons is that new waves will only be triggered on the destruction of the previous group. This way, you clean up the disabled craft and prepare yourself for the next wave by charging shields and lasers to full. You can also start your attack on the frigate by leaving one of A-W Blue disabled, but not destroyed.)

To obtain all bonus goals, you will have to dogfight for a very long time and take on several capital ships. However, your primary goals are easily obtained, so the rest is just practice.

Debriefing

Primary Goals: Y-wing Red must be destroyed.

All of Z-95 Headhunter Gold must be destroyed.

All of X-wing Blue must be destroyed.

All of B-wing Blue must be destroyed.

A-wing Gold must be destroyed.

Bonus Goals: Destroy FRG Challenge for 3900 pts.

Destroy Calamari light cruiser Luklucle for 5200 pts.

Destroy Calamari cruiser Trident for 5200 pts.

Destroy all of X-wing group Red for 3900 pts.

Destroy all of X-wing group Gold for 5200 pts.

Destroy all of B-wing group Red for 3900 pts.

Destroy all of Z-95 Headhunter group Red for 1300 pts.

Destroy all of Z-95 Headhunter group Blue for 1300 pts.

Destroy all of A-wing group Blue for 2600 pts.

Destroy all of A-wing group Red for 2600 pts.

Destroy all of A-wing group Gold for 5200 pts.

Destroy shuttle Movn for 5200 pts.

Destroy transport Jupit for 5200 pts.

Assault Gunboat Mission 4: Escort Duty

Escort three freighters to their hyperspace jump point.

Mission Analysis

Checking the threat display for FRT group Rugle, you see that the waypoint is about 11 minutes away. So you'll have to protect the freighters for at least that long. The Frigate *Dodger* arrives as well as a group of A-wings. Head in that direction and order your wingman to attack A-W *Gold 1*. Break at an angle and try to split the A-wings. Use a missile at A-W *Gold 1*, then target A-W *Gold 2*. Switch to cannons and dogfight the A-wings. More Rebel starfighters will appear, some Z-95s, which won't give you too much trouble. Now stay out of the frigate's range and order your wingman to wait. To protect your freighters, keep attacking starfighters as they appear. Be careful you don't get so tied up with one group that you let a flight group get to the freighters. If necessary, damage the enemy enough to cause them to retreat (usually 50% hull damage), then go after another active attacker.

Keep after the starfighter waves until the freighters have successfully reached their jump points and entered hyperspace. Watch out for B-W Gold which arrives at 13 minutes into the mission. They will launch torpedoes at the freighters, so they must be stopped.

Debriefing

Primary Goals: All of FRT group Rugle must complete their mission. Secondary Goals: At least 50% of all Rebel craft must be destroyed. Bonus Goals: FRG *Dodger* must be destroyed for 3900 pts.

Shuttle Leap must be destroyed for 500 pts.



At one meeting with Mordon, Maarek was sipping his tea when the admiral, who had been silent for several minutes, finally spoke again. "Have you seen the Secret Order?" he asked.

Maarek spilled some tea. "I'm not sure what you mean, sir."

Mordon smiled his most mysterious grin and asked, "You've occasionally seen men dressed in robes, have you not?"

"Oh, yes," answered Maarek. "The acolytes."

"The what?" Mordon asked, sounding genuinely shocked.

"At least that's what the other cadets call them," Maarek answered sheepishly.

The admiral laughed and sipped his tea. "I advise you to speak to them. They can be useful to you. And I think they prefer to be known as envoys — envoys of the Emperor."

"But who are they?" Maarek asked a little suspiciously.

"They are members of an elite corps who look after the Emperor's business. They can be helpful, and will offer you opportunities . . ." Mordon left the word "opportunities" hanging in the air between them. Then he added, "Don't be afraid to approach them before missions. They already know you. They are watching you."

Maarek felt a shudder run up and down his spine. "They seem quite unapproachable," he said after a moment.

"Nevertheless, you will want to speak with them," Mordon repeated.

Several days later, they sat beside the waterfall, staring into the bubbling froth at its base. Neither had spoken for several minutes, and Maarek's mind had wandered back home, to Kuan. He was just wondering how his mother was doing when the admiral spoke, his voice distant, worried.

"Things are getting worse," he said, then lapsed into silence again. When he spoke again, his voice was stronger and more present. "I have been studying some of the communications on the Imperial comlink and, well, let's just say I have people who tell me things . . ." He was still staring at the base of the waterfall. He had not looked at Maarek. Now he looked up and captured Maarek's eyes with his. "I'm convinced that the greatest immediate danger to the Empire may not be the Rebel Alliance. There's treachery in the air."

Maarek kept silent, not sure he wanted to hear this. But he could not look away. Despite himself, he was fascinated.

"Some high ranking officers in the Imperial Navy, I'm afraid, may have some plans of their own. The information I have is only partial. I can't name any names yet. But soon, I'll have the information I seek."

"Excuse me, sir," Maarek interrupted, momentarily breaking the admiral's spell. "But why are you telling me this? Surely I can't be of any use to you."

The admiral turned slowly and studied Maarek. "You might be surprised," he said. "Yes, you might be surprised."

TIE Advanced Mission 2: Rocket Attack

Practice against a reinaction of a mission against the FRG *Inamo*. In this mission, learn to use rockets to surgically destroy a capital ship.

Mission Analysis

You will have to destroy a Rebel Frigate. When the Frigate has been destroyed, a Rebel cruiser will appear. You are carrying four rockets. You'll find the Rebel storage yard less than 4 km away and the FRG Inamo about 9 km away. Save the Frigate in memory position F6. (Flight leader in F5).

The Frigate has an anti-missile defense system. Target the warhead



The end of a Frigate.

launcher and fire a rocket. If you miss, you may want to fly in close to fire at point-blank range. If it survives all your rocket attacks, switch to cannons and fly in for a strafing attack to finish it off.

Destroy SHU *Argus* to collect bonus points, then go assist T/A Beta as it dogfights some X-wings. You should be able to attack X-wings with all recharge rates to maximum. Continue to fight Rebel starfighters until they are destroyed. Also, be sure all the containers are destroyed. If necessary, destroy them yourself to complete the mission's primary goals.

When the cruiser arrives, you will have to attack it with lasers unless you were lucky enough to save any rockets. If so, you will have to strafe the cruiser and target its gun turrets. Once you have successfully destroyed the

guns on one hemisphere of the cruiser, you can destroy it without much danger. Its defense of Z-95 Headhunters should pose little danger to you. If they get in your way, shoot them. Be sure to keep your shields charged, and get away from the cruiser to recharge them if they get low. Use a loop attack to destroy the cruiser if you can. (If you attack from very close to the cruiser,



Attacking the Ardent.

the Z-95s will probably collide with it, destroying themselves and helping you destroy the cruiser. Sounds like a good deal.)

Next, some A-wings will appear. You may want to jump into hyperspace, unless you're ready to take on six A-wings with missiles in a solo TIE Advanced.

Debriefing

Primary Goals: All container Ds must be destroyed.

FRG Inamo must be destroyed.

Secondary Goals: Calamari cruiser Ardent must be destroyed.

Bonus Goals: Transport Mule 1 must be destroyed for 100 pts.

Shuttle Argus must be destroyed for 3000 pts.

All of A-wing groups Gold and Blue must be destroyed for 2000 pts each.

100% of all Z-95 Headhunters must be destroyed for 2000 pts.

100% of all X-wing group Red must be destroyed for 2000 pts.

TIE Advanced Mission 3: Preemptive Strike

Destroy as many Rebel starfighters as you can. Work quickly before the Rebels can scramble pilots and get their starfighters into the action.

Mission Analysis

This mission is primarily a clean-up operation. Order your wingmen to attack Z-95s, then go quickly after the tugs who are delivering pilots to the inactive craft. Send your wingmen after the cargo ferries next, and join in. To make short work of them, you may want to use a missile or two. With the cargo ferries out of the picture, inspect the containers, then start destroying everything you can find, but let your wingmen wait so you collect all the points. Go to 1/3 throttle and blast away with cannons. That accomplishes all mission goals, so you can return home.

Debriefing

Primary Goals: All of A-wing group Red must be destroyed.

All of Z-95 Headhunter group Red must be destroyed.

All of B-wing group Red must be destroyed.

All of X-wing group Gold must be destroyed.

Transport *Trole* must be destroyed.

All of Y-wing group Gold must be destroyed.

Bonus Goals: Inspect containers Retuna, and Garble for 250 pts each.

Inspect container Reyue for 200 pts.

Cargo ferry group Juble must be destroyed for 600 pts.

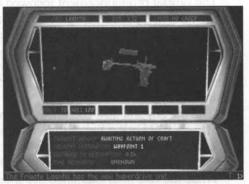
TIE Advanced Mission 4: Hyperdrive Upgrade

The FRG Laantis needs an upgrade. Be sure FRT Rasvin successfully delivers its cargo to the Frigate.

Mission Analysis

Basically, go after B-wing Blue first, since they're the first enemy to go after the Frigate. Use your advanced missiles to take them out with two missiles each. Next, go after transport group Logan, since they are also going after the frigate. Send your wingmen after any remaining Y-wings and go after the new corvette, *Glaser*. It is already under attack, but you may be able to finish it off. Target a laser turret and get ready to launch a missile. Watch out for missile attacks from A-wings. If he's too damaged, save your missile and use your cannons, aiming for a gun turret, first, then finishing it off.

Next, go after CRV Chiller with missiles or lasers. Watch the Frigate and order your wingmen after any craft that attack her. When the CRVs are gone, go after the starfighters and shuttles to help protect the Frigate. From here on, it's basic dogfighting and protecting the frigate and the freighter Rasvin. When the boarding operation is complete, you're done.



The Frigate has a new hyperdrive.

Debriefing

Primary Goals: FRG Laantis must survive.

FRT Rasvin must finish docking.

Secondary Goals: All of X-wing group Red must be destroyed.

All of Y-wing group Gold must be destroyed.

All of B-wing group Blue must be destroyed.

All of A-wing group Blue must be destroyed.

All of Y-wing group Blue must be destroyed.

All of shuttle groups Silver and Jackal must be destroyed.

All of transport group Logan must be destroyed.

Bonus Goals: Corellian corvettte Glaser must be destroyed for 500 pts.

Corellian corvette Chiller must be destroyed for for 500 pts.



Maarek was in his quarters, reading a performance analysis of his simulation training, and he realized that he had no idea what it said. He looked around. His head ached. He must have fallen asleep reading. Everything was familiar. Nothing out of place. Except one very small package on his holodesk. He picked it up and opened it slowly, still not fully connected to his senses. Mordon's ring.

Seeing the ring reminded him of the events of the past few days:

News of Mordon's death had hit the *Vengeance* like a hammer. Everybody was flattened, but none so completely as Maarek. He had completed his simulation training and was awaiting final confirmation of his acceptance to active duty. He hadn't heard from Mordon for several cycles and was beginning to wonder why.

The official pronouncement followed on the heels of the shipboard rumors. Mordon, it was announced, had died of "natural causes" and was succeeded by (Acting) Admiral Coross.

The Empire sent military investigators to the ship and for several days, they interviewed and interrogated crewmembers. They called it "standard procedure," but when Maarek's turn had come, as it inevitably did, he wondered at some of the questions they asked.

"Did the admiral give you anything? Any holo documents? Any unusual objects?" Maarek had known better than to lie to these people. He took the small metal ring off his finger and handed it to one of the men. There were two of them, and they were both stern, serious, by-the-book types.

While the two men examined the small ring, Maarek tried to calm his breathing. From the moment he had entered the small room, he had felt a tightness in his chest and a sense of dread.

The first man spoke. "We'll keep this for now, cadet."

"May I have it back, sir?" Maarek had asked.

The second man spoke then. They did this. Alternating sometimes, as if they shared the same brain or something. "I don't know," answered the second man.

The interrogation had lasted for several hours. They made Maarek repeat everything Mordon had told him. He spoke candidly, afraid to do otherwise. He could tell that the two men were disdainful of his relationship with the admiral, perhaps even a bit suspicious. Finally, they required him to drink a caustic liquid. After that, he felt strange — observed himself talking, but not really getting the sense of what he said.

And the next thing he knew, he was in his quarters reading, but not understanding, his performance analysis as if nothing had happened.

TIE Defender Mission 1: Dogfighting!

This mission was designed entirely to allow you to practice dogfighting against enemy craft in the new TIE Defender. You determine when and how many craft to take on. To initiate combat with a particular craft, inspect the CN/E with the corresponding name. If you destroy the container, it will send all corresponding starfighters home.

In addition, you will be able to communicate with the enemy fighters. For instance, if you only want to dogfight with Top Ace craft, target the other starfighters and tell them to wait (Shift-W) or Go Home (Shift-H). In this simulation, they will do as you say. Finally, you will have plenty of missiles. The tug, *C.M. Cadiv* will reload you 51 times! So have a good time. One more item: If you destroy the container *Challenge*, it will automatically call other TIE Defenders to attack you. Defeat them for big bonus points.

Mission Analysis

Basically, this is a design-your-own dogfight mission, and you can determine which craft to fight and when to fight them. Strategy? Just go for it! If the action gets too hot, you can tell them to wait.

Debriefing

Primary Goals: Destroy one novice level X-wing, Y-wing, A-wing, and B-wing.

Secondary Goals: Destroy officer, veteran, ace, and top ace X-wings, Y-wings, A-wings, and B-wings

Bonus Goals: There are so many bonus goals in this mission, that you can assume you'll get lots of points for destroying just about anything. For extra points (and challenges) attack CN/E *Challenge* to launch several waves of TIE Defenders. Destroy the container to launch all the T/Ds at once!

TIE Defender Mission 2: Tractor Beam

Your primary mission is to disable any Corellian transports in the area. Secondarily, assist in the capture of prisoners and the destruction of the salvage base.

Mission Analysis

Use dual missiles against the Corellian transports to soften them up. Then set the beam weapon to full recharge and engage it. Go in and take down

any remaining shields with cannons, then switch to ion cannons to disable the craft while using your beam weapon to control it. Be sure to inspect each CORT as you come close. The first CORT is Lin, but it doesn't have the Rebel spy you're looking for. Neither does the next one, Ko. But the third one is the one you want — CORT Kaar.

You'll get some company from Awing Rogue as you go after CORT



Found the Rebel spy!

Kaar. Once you do disable CORT Kaar, your primary mission goals are completed. Now you can inspect Kaar and then turn your attention to the A-wings. Next go after SHU Poltroon and FRT Renspecs to accomplish bonus goals. Next, go after B-wing Scarlet 4 and disable it for more bonus points. If necessary, help disable the platform as well, then wait for the boarding craft to capture it. There will be a lot more activity during this time, including the arrival of the ISD Glory. But you shouldn't have to worry much about anything else. That about does it for this mission.

Debriefing

Primary Goals: Disable Corellian Transports Lin, Kaar, and Ko.

Secondary Goals: Platform AZ 77 must be disabled.

Inspect FRT Renspecs.

Bonus Goals: Platform AZ 77 must be captured for 1000 pts.

Shuttle Poltroon must be destroyed for 100 pts.

Corellian Transports Lindilu, Kaar, and Ko must be captured for 500 pts each.

FRT Renspecs must be destroyed for 100 pts.

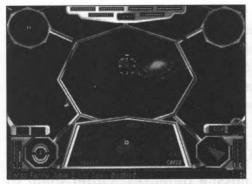
B-wing Scarlet 4 must be captured for 1000 pts.

TIE Defender Mission 3: Inspect and Disable

Inspect all cargo ships passing through your area. If you discover contraband, assist the transports that will attempt to board these craft.

Mission Analysis

First inspect modular conveyor group Trawler. When A-wing Red 1 arrives, switch to missiles and fire one at the A-wing. Then switch to quad-fire lasers



Disabling Juble 2.

and use your beam weapon to control A-W Red 1 while you destroy it. Next inspect cargo ferry group Juble. Find the one with Rebels (Juble 2) and save that to memory. Take out B-W Blue 1. Then inspect CORT Hatch and transport group Olumpa. Next, inspect Corellian CRV group Red to complete your primary mission objectives.

Now you want to disable the cargo ferry with the Rebels. Also, be sure to protect any Imperial craft that

come under attack, especially TRN Omega 1, which will board the cargo ferry when it's disabled. Help the Omega 1 accomplish its mission, then complete your inspections and destruction of various starfighter groups. If the Omega 1 is destroyed, you will not be able to complete secondary goals.

Debriefing

Primary Goals: Inspect all of Corellian corvette group Red.

Inspect Corellian Transport Hatch.

Inspect TRN Olumpa.

Inspect all of modular conveyor groups Trawler and Switch.

Inspect all of cargo ferry group Juble.

Secondary Goals: Cargo ferry Juble 2 (with Rebels) must be captured.

Bonus Goals: A-wing Red 1 must be destroyed for 200 pts.

All of B-wing Blue must be destroyed for 400 pts.

All of X-wing group Gold must be destroyed for 500 pts.

All of Y-wing group Gold must be destroyed (Hard mode) for 500 pts.

Nav buoys B-52 and B-53 must be destroyed for 250 pts each.

TIE Defender Mission 4: Disable and Capture

Disable at least one Rebel escort carrier. Try to inspect the other. Assist until the escort carrier is captured.



Rebel CRVs.

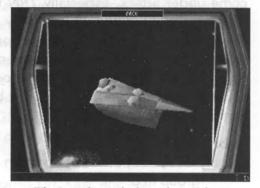
Mission Analysis



Disabling ESC Prowler 2.

evading the escort carrier's gunners. The two bombs knock the shields down to about 54%. Now order the rest of your flight group to resume their mission. Be sure to inspect both escort carriers.

Go into standard proceedure for attacks against capital ships. Try to take out the turrets on one hemisphere, then disable the ESC. Now 4 Rebel CRVs appear and 3 X- Save the escort carriers to memory locations. Attack ESC *Prowler 2* first. Set recharge rates to maximum and set off after the ESCs. One problem you'll probably encounter is that the other ships in your flight group may not deliver their bombs effectively, since the escort carriers have antimissile defenses. Order them to wait, therefore, and head in for a point-blank delivery at top speed,

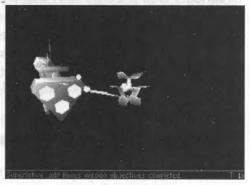


The Interdictor docks with Prowler 2.

wings. Order your wingmen to take on the X-wings while you head for the corvettes. Take out one gun turret on each and they will be helpless. Use ion cannons to disable them when they get down to zero shields. The

Interdictor cruiser *Suelu* is now under attack from the corvettes, so speed is essential.

Once the corvettes are taken out, switch to the Rebel starfighters and finish them off. With your beam weapon and superior speed, you should have little trouble mopping up the enemy. Keep at it until *Prowler 2* is captured and your primary mission goals are complete.



Mission complete.

(FRG Egale will appear about a minute after the destruction of CRV group Spear. If you want to wait, disable Spear, but don't destroy it until you've taken care of all the other Rebel threats.)

If you want, stick around and destroy the FRG *Egale* and its ships for lots of bonus points. Remember to destroy the frigate's gun turrets on one side so you can finish him off without being shot at.

Debriefing

Primary Goals: 50% of escort carrier group Prowler must be captured.

Secondary Goals: All of escort carrier group Prowler must be inspected.

All of Corellian corvette groups Sharky and Spear must be destroyed.

Bonus Goals: All of A-wing group Red must be destroyed for 500 pts.

All of X-wing group Blue must be destroyed for 1200 pts. All of A-wing group Gold must be destroyed for 2000 pts.

All of B-wing group Red must be destroyed for 5700 pts.

FRG Egale must be destroyed for 6000 pts.



It was several days later that the turmoil caused by Mordon's death died down, the investigators shipped out, and routine once again set in. Maarek was awaiting his first assignment as a pilot. He had little to do, and spent most of his time with other pilots or at the simulators. When the message came through, he almost missed it. He hadn't checked on the link for several days — didn't use it much. Mostly found general announcements or studied historical texts when he had nothing else to do.

This message was different. It said:

Cadet Maarek Stele

Imperial Star Destroyer Vengeance

Origin: Kuan. Taroon. Stele

My Dearest Maarek,

I have missed you. I hope you are well. Please write. I hope to meet you in Celadon City.

All My Love,

The message was signed, Mother.

Maarek knew it was a phony from the first words. His mother, in her entire life, had never, and would never call him "My Dearest Maarek." Moreover, he had never planned to meet her in Celadon City. She would not have written "All My Love." Finally, she would not sign her name "Mother." She would have signed it "Marina." In fact, there was nothing right about this message at all.

Intrigued, and a little frightened, Maarek looked at the message file itself. From the size of it, there should have been much more information. But he couldn't figure out how to examine the file. It was locked and only the fake message would appear

when he attempted to get inside.

After several minutes of fruitless attempts, Maarek gave up. He was about to head back to the simulators when it came to him. Celadon City. That wasn't something he and his mother shared.

With a rush, he didn't know whether it was fear or excitement, he ran back to the holodeck. He located the message file and then keyed in the password. "There's a fog over Celadon City." It had been his private code. This had to be from Mordon!

"Stele:

I am getting very close to the source of the treachery. Soon I will have the names of the traitors. But the enemies of the Empire also have their spies. I feel danger aboard the *Vengeance*. I am issuing orders to remove you from the ship. You will be sent to a remote outpost. There you may be safe. Eventually, you will be reassigned.

If you get this message, it means something may have happened to me. Do your job. You will be contacted. You have exceptional gifts. Remember, don't take chances.

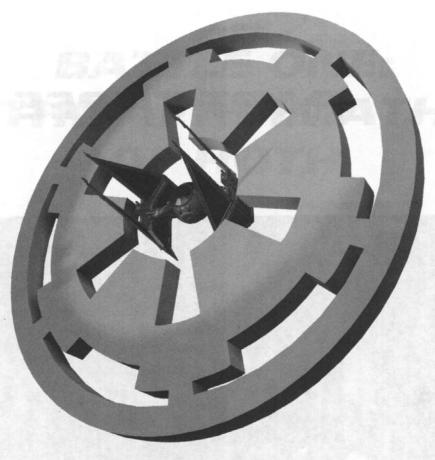
Your friend,

M"

Maarek read the message several times. He was struck by the irony of Mordon's last line. No chances, indeed. When he had gleaned every nuance from the words on the screen, he punched the purge button and the screen blanked out, leaving only the Imperial logo. It was risky to have any unrestricted message, and Maarek knew it could be traced. But aboard the Star Destroyer, nobody really had the time to check every message.

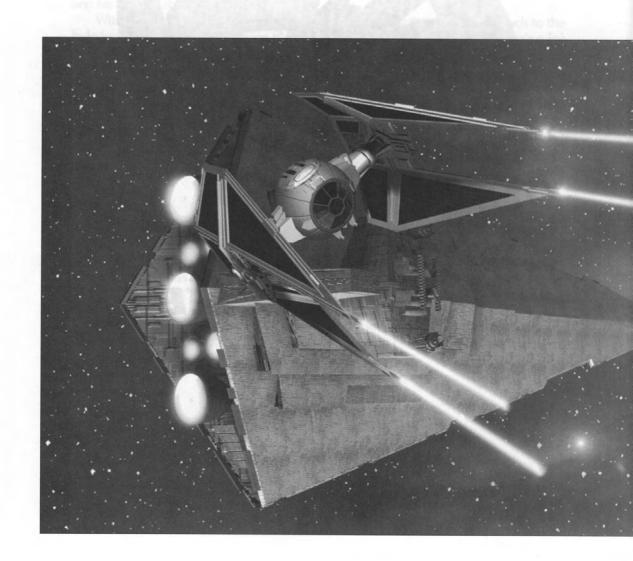
He thought for a long time about Mordon. Anxious, he went to the simulators and flew some training missions. He always felt better when he was in the cockpit of a starfighter.



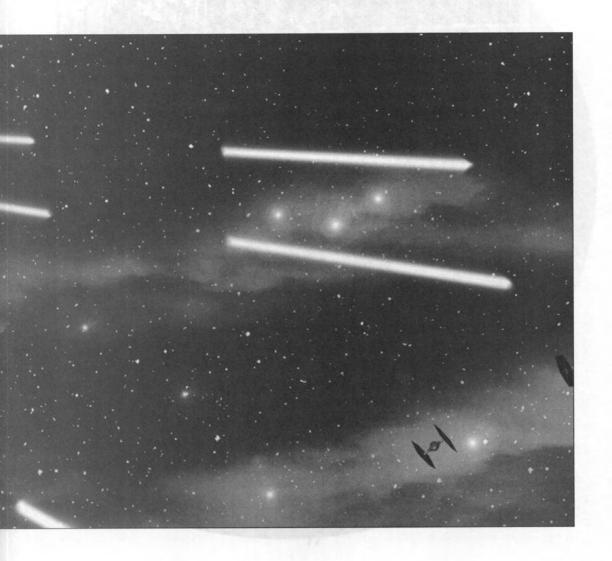


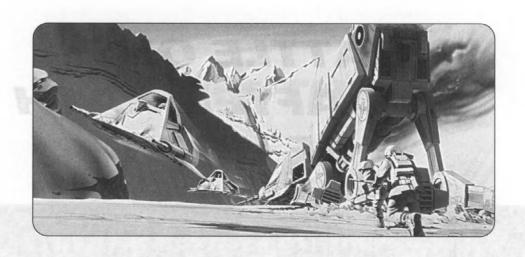
PART THREE

PART THREE

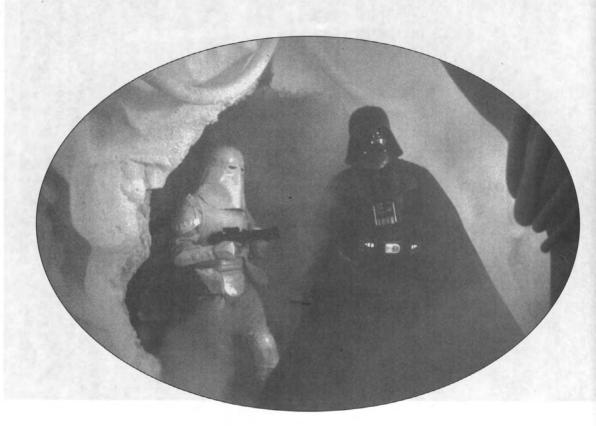


BATTLE ONE: THE AFTERMATH OF HOTH





IMPERIAL INVASION OF HOTH



PART

Battle One: The Aftermath of Hoth

The Rebel base at Hoth had been routed, a major victory for the Empire. Word of success had even reached out to this remote outpost — Platform D-34! When Mordon had written in his message that he was removing Maarek from danger, he hadn't been kidding. This place was dull, boring, and tedious.

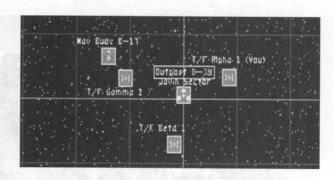
The platform itself guarded a major trade route in the Javin sector. Maarek drew shifts every day, flying patrol and inspecting cargo craft that were detained by the Imperial customs agents. It had been exceedingly dull, but now there was a definite buzz in the air.

He walked down the narrow hallway toward the launch pad, his boots making hollow thuds against the metal deck. He almost collided with one of the platform crew coming in from an adjoining hall. The man was a "local," one of the kind who pulled long duty on the platform — staying there for a year or more. The man nodded in Maarek's direction. Most of the locals were standoffish about pilots, who rarely stayed long, but this one was attempting to be friendly. Maarek had no time to chat, though. The buzzer was sounding. There were incoming ships.

As dull as it was inspecting cargo containers and freighters, it was better than sitting around on the platform. At least he'd be back in the cockpit. He was glad there was some action, however insignificant.

MISSION ONE PATROL JUMP POINT D-34





Mission Briefing

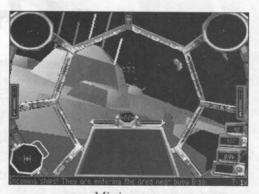
Inspect incoming cargo vessels. Fly close to each freighter to get a good scan. Keep your eye out for anything unusual.

Stele's After-Action Report

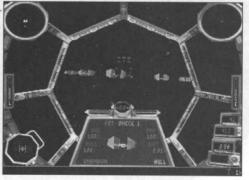
I pressed the "C" button to turn on the camera, which is standard procedure to help me evaluate my performance afterward. Not to mention how it helps my senior officers evaluate me. But that's all part of the job.

The platform was directly in front of me. I pulled up a little and kept going in a straight line. My engines were only powered at 90%, so I pushed them up to 100% (Backspace).

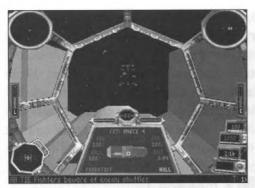
There were two unidentified transports and five freighters jumping into the inspection area. Both were requesting permission to pass through this area. The freighters were closer to me, but the transports were moving much faster, so I decided to inspect the transports first. I toggled my CMD until



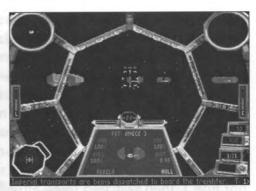
Mission start.



Approaching the freighters.







Finding the Rebels aboard Onece 3.

transport Data 1 was targeted. Transport Data 1 had workers in it. Data 2 also had workers.

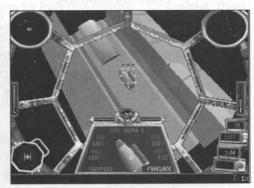
Having taken care of the two transports and finding no serious problems, I pressed "T" to target the first of the freighters. All the freighters had foodstuff in their holds. All of them, that is, until I came to freighter Onece 3. This one was carrying Rebel fugitives. Probably from the Hoth battle, I thought.

"There are Rebels on that one," I called over the comlink, then continued with my mission and finished inspecting all the freighters. I got an acknowledgment from base that I had completed the main mission.

I continued to fly around these freighters, sticking close to the one carrying the Rebels. That's when I noticed some new, unidentified shuttles entering the area. Meanwhile, the base transports were firing their ion cannons at the freighter, and I was requested to help them. I pressed F9 to increase my cannon recharge rate. I flew in close and helped bring the



Bringing down the shields.



TRN Sigma boarding Onece 3.

shields down on the freighter *Onece 3*, but just the shields. I had it down to 46%, then the shields were down. I damaged the hull a little; didn't mean to do that.

I noticed in my scanners that the new shuttles were getting close. Time to take a look. Note to myself: Do not attempt to take on a shuttle head-on! I maneuvered around the slower shuttle, got behind it, and cut my speed to about 2/3 so I wouldn't overtake him. Once I was on his tail, I stuck to him and blasted away. These shuttles can take some punishment! And I didn't want to stay there too long, in case someone might come up behind me. I got Roe 1, then switched to go after Roe 2, then Roe 3.

Somewhere in there, the message came across that the freighter with the contraband had been captured. Good. But not so good was the fact that more Rebel craft had jumped into the area, and that could only spell trouble. I throttled up to 100% and went after another shuttle group called Escro. When I got close enough, I returned to 2/3 throttle. They went the same way as Roe.



Mission goals

Debriefing (Win Conditions)

Primary Goals: Inspect Freighter group Onece

Inspect Transport group Dayta

PLT D-34 must survive

Secondary Goals: Freighter Onece 3 must be captured.

Inspect Corellian transport group Yander Inspect Container transport group Taloos

Bonus Points: Inspect Corellian transport Group Yander (150 pts)

Destroy TRN Glich for 500 pts (Hard level only)

TRN Sigma brought in the Rebel fugitives and Maarek was at the launch pad when they were escorted in. There were ten of them, shuffling along in shackles. An escort of blaster-carrying stormtroopers led them into the interior of the platform. Maarek shrugged. It brought back memories of being a Bordali prisoner, but he figured it served the Rebels right. He headed for the small area the pilots called home. It wasn't much — nothing like the suite of rooms dedicated to pilots aboard the Star Destroyer, but there he might find some other pilots to regale with his story.



Meanwhile, elsewhere on PLT D-34, the prisoners were escorted into a single cell in the brig. There, they were removed, one at a time, and taken to the hastily rigged interrogation room. Major Thorbo, senior officer aboard the platform, was joined by Admiral Flanken, who commanded the Star Destroyer *Hammer*.

"Your position is hopeless," Thorbo would begin. "You will never escape, and your petty Rebellion will be crushed like the empty shell that it is."

Inevitably, the prisoner would resist, giving only his name and rank within the Rebellion as military code required. But that would never be the end of it. In the corner of the room was a strange looking droid, which floated above the ground. There were various instruments protruding from its flexible arms.

Flanken would speak, then. "We truly mean you no harm, my friend. There is only the matter of your base location and current plans. We need only know a few facts, then you can return to join the others." Of course, they never joined the others, but that was a necessary lie.

After a while, during which the same basic conversation would take place, Admiral Flanken would point to the droid in the corner of the room. "Do you know what that is, my friend?" He always called them "my friend."

Some recognized the droid or knew its purpose; a shudder would pass through them, and Flanken would smile. The others, the ones who had never seen such a droid, would look defiantly as if they did not care.

"That unlikely looking droid is called an interrogation droid. It is quite adept at its job. It is impossible to resist, and can cause quite a bit of pain, I am told. It would be a shame to have to use it. This could all be quite pleasant."

"Stop wasting time," Thorbo would interject. "Let's use the thing and get it over with. I rather look forward to seeing this defiant fool cut down to size."

And so it would go. Some prisoners, particularly the Mugaabi sympathizers, who were more mercenaries than true believers in the Rebellion, would talk freely, giving what details they knew. Of course, they knew little, and inevitably the droid was used to wring out every gram of what they had inside.

Others, the true Rebels, were more resistant, but the result was the same. In the end, none could resist the droid, and the Imperial interrogators learned some useful information.



Maarek was getting bored again. He had been spending a lot of time in the simulators, which were of an older type than those aboard the *Vengeance*, and so were less realistic. There were a few other pilots aboard the platform, but none of them were in a very good mood. It wasn't a place where the up-and-coming pilots were stationed, and Maarek, after a little time spent with the others, thought he knew why these particular pilots had been placed where they were. He was not sure he belonged here, however, and itched to get a chance to prove his worth as he had aboard the *Vengeance*. His next opportunity came soon enough, when the Rebels launched a sneak attack on the platform.

But before that attack came, he was approached by a man in a robe reminiscent of the one the Emperor himself wore. The man approached quietly and stood for a second before saying, in a deep, quiet voice, "Stele." It was not a question, but a statement.

Maarek was instantly on edge. His battle reflexes took over and he tensed his body against an expected attack. But the strange man only said, "We have been watching you. Have you not been advised to come see us?"

"Yes," Maarek answered carefully. In fact, Mordon had insisted that he approach these strange people, but he had avoided doing so. Even in his boredom he always found something else to do. "Yes, I was told to see you, but I don't see why . . ."

"Don't ask questions without reason," the man intoned. His voice was monotonous, but strangely compelling. Maarek fell silent. "If you serve us, you serve the Emperor directly. Does that not please you?"

Maarek nodded.

"Good. Then know that you have been chosen to be a member of a very secret society. I am one of the keepers of its principles. But there are many soldiers, and you will be one. Before you go into battle, always check with one of us, and we will provide you with additional tasks. Succeed in them, and you will earn a very rare and special reward."

Maarek listened. As audacious as these claims were, Maarek knew them to be true. All of them. He was caught in a web of intrigue about which he knew nothing at all. But he knew he was caught — like a tauntaun from the recently vacated ice world of Hoth when the wampa ice creature had it cornered — he knew there was no escape.

"I will do as you ask. But am I to know nothing more?"

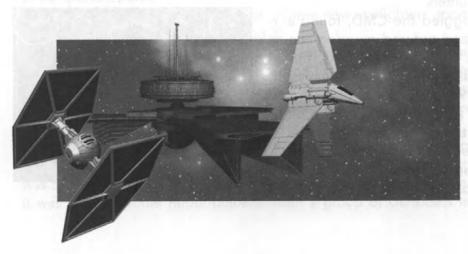
From within the darkness of the hood, Maarek glimpsed the suspicion of a smile. Or perhaps it was nothing more than a trick of light. Whatever it was, it was instantly gone, and might never have been there at all.

"More will be revealed. In time. If you serve us well, you will know all you need to know." The man turned to go, and Maarek barely heard his last words. "If you survive."

Back on the *Hammer*, Flanken met with his advisors. He stood on the bridge, the bustle of Star Destroyer operations around him. He liked to discuss strategy amid all the activity going on.

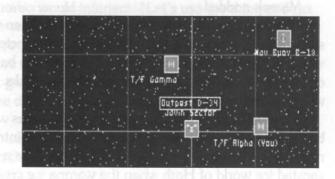
"I think we'll let the Rebel attack proceed with minimal resistance, just in case it's a feint or they're testing the situation. We'll withhold the *Hammer* until they are fully committed. Then we'll hit them with all our power. It should be a short battle, don't you think?"

Nobody disagreed.



MISSION TWO RED ALERT





Mission Briefing

The Rebel fugitives have given us valuable information. They're planning an attack on PLT D-34. You and your fellow pilots must hold off the attack and protect the platform until the STD *Hammer* arrives.

Secret Orders

The Rebels have stolen an Imperial shuttle. Find the officers fleeing in it and identify the craft they are in. We will send a boarding craft once you have found the officers.

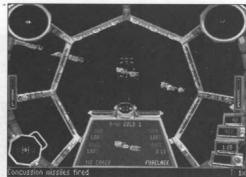
Stele's After-Action Report

Thank you, whoever you are. I mean the guy who fitted this TIE fighter with missile launchers.

I started the mission in the usual way, with camera systems on. Immediately several Z-95 Headhunters came into the area, so I went to full throttle and headed on an intercept vector with them. Just then, the order came through to attack a group of Y-wings that had followed the Headhunters.

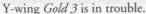
I toggled the CMD, found a Y-wing, and ordered my wingmen to attack that one (Shift-A), then I picked another Y-wing for myself. The Z-95s were ahead of them and began attacking us. I jinked a bit to throw them off. Just behind the Z-95s were the Y-wings, five of them.

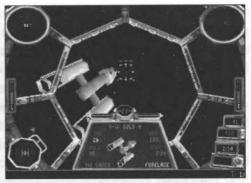
I targeted No. 1. My wingman was going after No. 3. On the first



Coming up on Y-wing Gold 1.





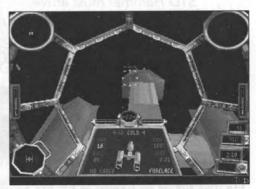


Getting a deflection shot on Y-W Gold 4.

pass, my wingmen fired their missiles, but I saved mine. Well, we took out one of the Y-wings and the rest of the formation broke up. My wingmen went after one of the remaining Y-wings and I went after another. In the

heat of action, I noticed a message informing me that my wingmen had destroyed another one. Mine was not far behind. Three down. Then four. Then five. I took out the remaining Y-wings while I sent my wingmen after the Z-95s, eventually taking them out.

More Headhunters, called Lair 1 and Lair 2, replaced the first group. I joined in the chase and quickly blasted the antiquated Headhunters to component parts.



How close can you get?

But the party wasn't over. Not yet. Three new starfighters appeared on the scanner — X-wings Blue 1, 2, and 3!

I quickly throttled up to full power (backspace) and angled toward them. The rest of the TIEs and I all converged on the three X-wings, dogfighting furiously. We hit them fast and hard. They seemed to be going after PLT D-34, but we didn't let them do much damage. They might have been able to launch some missiles, but I wasn't sure. I was busy at the time.

After about five minutes into the battle, while I was still engaged with the X-wings, I noticed a Rebel shuttle had jumped in. The scanners said it was SHU *Scutz*. I inspected it before attempting to fire on it and discovered it was carrying some Rebel officers. Then a group of Gunboats launched

from PLT D-34, and started firing their ion cannons to disable the shuttle. At nearly eight minutes into the mission, more Y-wings from Red group entered the area. I sent my wingmen to engage Red 2, and we both got kills at nearly the same moment. I took out Red 1.

Transport *Epsilon* was dispatched from Station D-34 to capture the shuttle *Scutz*, which had just been disabled. Then, as the shuttle was being boarded and captured, three unidentified corvettes appeared. But by that time a Star Destroyer had also appeared and I decided it was time to head home. My TIE fighter was no match for corvettes on any given day. And the Star Destroyer could do just fine without me. Still, it was tempting to tackle a corvette . . .

Debriefing (Win Conditions)

Primary Goals: PLT D-34 must survive.

STD Hammer must arrive.

Secondary Goals: Inspect shuttle Scutz.

Bonus Goals: Destroy all Corellian corvettes for 1300 pts.

Capture shuttle Scutz for 1000 pts.



He was never so happy in his life as when he found out he was being transferred to the Frigate. After weeks on the isolated outpost, Maarek was relieved to be reassigned. He was shuttled up to the *Fogger* the day after the attack on the platform and given a bunk-in the pilot's quarters toward the rear of the ship.

The Frigate was a strange looking craft, something improbable at best. It hardly looked like a warship with its strangely stacked decks and long, thin body. Though nowhere near as large as a Star Destroyer, the Frigate did have many people on board, including some fellow pilots.

The first pilot Maarek encountered was called Grommet. Maarek eventually learned that he was a flight officer named Carith, but he had earned the name Grommet somewhere, and it remained his name to all.

Grommet was a first-rate pilot, but a bit of a character outside the cockpit. When Maarek first encountered him, he was standing outside the officer's

mess and howling like a beast. A couple of other pilots were nearby. They ran for cover as the hatch leading into the mess slid open.

Of course Maarek was caught by surprise, and when the officer looked out the door, he saw nobody else. "What's going on here?" the officer asked.

Maarek saluted and answered, "I just arrived, sir. I think there might have been an animal loose on the deck. I heard a noise . . ."

"Animal? Nonsense." The officer seemed to notice Maarek for the first time. "Say. You're new, aren't you. What's your name, cadet?"

"Stele, sir. Cadet Maarek Stele."

"Stele, is it? Well, Stele. I'll have no animals aboard my ship." The man stood a little straighter and stared into Maarek's eyes. "And I'll be watching you."

"Yes, sir," Maarek answered, standing a little straighter himself.

The officer retreated into the mess and all of a sudden a cascade of giggles and guffaws exploded into the hallway.

The man who had made the animal sounds ran up to Maarek and took his hand. He spoke nonstop, as if he couldn't contain his enthusiasm. Maarek liked him on sight. "Good man, hey. Glad to meet you, Stele. Quick thinking, that. I'm Carith, but everyone calls me Grommet? You the new pilot?"

Maarek nodded, but before he could speak, Grommet continued his onslaught. "This here's Alimet and the tall one is Kechel." He pointed to his companions. Alimet was about Maarek's height, dark hair, almost black, and shaggy eyebrows. He looked as if he had just come in from a very dark place. His eyes were constantly blinking and shifting. Maarek wondered what kind of pilot he could be. He was to find out later.

Kechel was tall for a pilot. He probably just made it under the maximum height requirements. He stood, shoulders forward and head craning as if he had a hard time hearing. His hair was reddish brown and his lips were thin. Maarek glanced at Kechel's hands, which were long, thin, and looked slightly deformed. He had half expected the pilots he met to look like clones of the ones he had met previously aboard the *Vengeance* — tall, straight, military, efficient. This motley lot They were like characters from a holodrama.

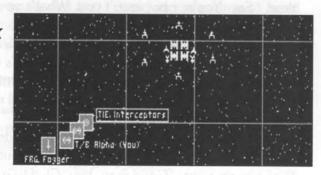
Meanwhile, Grommet had begun talking again. "It takes a while to get used to us," he said, obviously aware of Maarek's reactions. "But the fact is, so many pilots come and go. Somehow, we just keep on going. I'm up for a promotion soon." Grommet smiled and puffed out his chest comically. "You'll have to call me Flight Lieutenant Grommet." He laughed, and Maarek found the laughter contagious. He realized suddenly how little of it he had heard in recent months. This might not be so bad after all.

"Where's my manners?" Grommet suddenly exclaimed. "You'd probably like a tour, wouldn't you. Of course you would." Before Maarek could answer, Grommet had turned down the hallway. "Come on. We'll show you around." Maarek followed.

Over the next few days, Maarek spent a lot of time with Grommet and his friends. On the next mission, Grommet and Alimet were Maarek's wingmen.

MISSION THREE: COUNTER-ATTACK





Mission Briefing

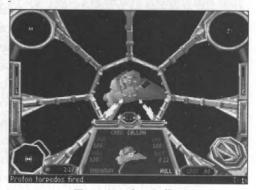
Our technicians have been able to trace the origin of the weapons used in the attack on PLT D-34. We have found a cargo loading depot in the Tungra sector. We're sending you to destroy the contraband at the Mugaari depot.

Stele's After-Action Report

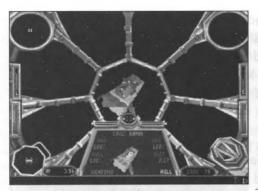
I was flying a TIE Bomber for the first time. I liked the 12 proton torpedoes it carried, but noticed immediately that it didn't have the sense of power that the TIE fighter had. The cockpit was more comfortable, though. Small comfort if I can't outrun some bloodthirsty Rebel X-wing! I've been told that

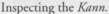
the hull is a bit thicker, so it can withstand one or two extra laser blasts. Again, small comfort. The good news? This was an attack mission. The bad news? I felt a little exposed in this TIE Bomber!

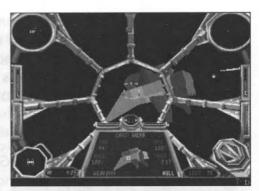
With cameras running, I launched from the Fogger and noticed that all the enemy craft were some distance away — too far for a visual sighting. I flew straight toward



Targeting the Gallon.

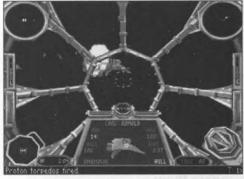




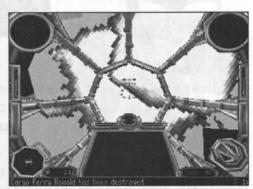


Inspecting the Wess.

them, toggling through the CMD until I found the cargo ferries, Gallon and Wess. I assigned my wingmen to attack cargo ferry Wess and I went after Gallon. I set my torpedoes to dual fire mode, and as soon as I got a red lock, I fired twice. I figured four torpedoes should take care of CARG Gallon. Then I found another pair of cargo ferries, Romold and Kann. I targeted Romold and sent two volleys of missiles toward it, then checked to confirm that Gallon was destroyed. By this time, my wingmen had just about completed the job on Wess, and I assigned them to take care of Kann. I mopped up the remains of Wess and then checked the CMD. There were a few unidentified transports in the area, so I headed for one called Dawn. I kept watch on my wingmen, and when they finished with Kann, I assigned them to TRN Prince. I switched to lasers and flew close to TRN Dawn. I identified it and discovered it was carrying some Rebel military advisors. That's what the scanners said. But mine wasn't a capture mission. I was only told to inspect, so I used the special key (Enter) to match speed with Dawn and blasted the transport to pieces. I assigned my wingmen to



Bringing down the Romold.



One Rebel fireball.

the remaining transport, *Destion*, and flew out in search of some Rebel starfighters to engage. A couple of shuttles called *Xesre* and *Dunns* had already been dispatched, but I figured I would have been able to deal with them easily. I still had some missiles left, so I took on the closest enemy fighters, blasting Y-wings with a pair of torpedoes each. Then I headed back to base. The platform was still ours.

Debriefing (Win Conditions)

Primary Goals: Destroy cargo ferries Gallon, Romold, Kann, and Wess Destroy TRN Prince, Dawn, and Destion

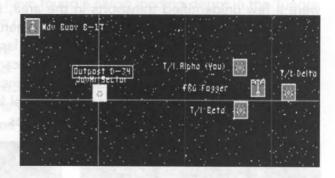
Destroy SHU Xesre and Dunns

Bonus Goals: Inspect TRN Dawn for 1000 pts.

There was no rest. They returned to the *Fogger* after the attack on the Mugaari depot. But as soon as they came out of hyperspace, the klaxons began to ring, and every pilot was instantly mobilized. PLT D-34 was in enemy hands! There was a hasty briefing, and one of the robed men came up to Maarek and gave him instructions, then it was into the hangar and out into the laser-filled blackness.

Mission Four: Outpost D-34 Has Fallen





Mission Briefing

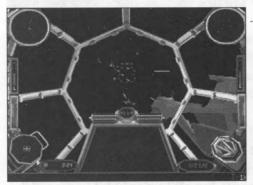
The Rebels were able to mount a second attack on D-34 while its forces were engaged at the Mugaari depot. We must regain control of the platform and recover the stolen equipment.

Secret Orders

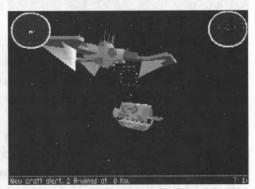
We have reason to believe there are spies among us. Look for any escaping Rebels. We will want to capture and interrogate them.

Stele's After-Action Report

The TIE Interceptor was powerful — much better than the TIE fighter. I felt the acceleration and couldn't wait to go up against an X-wing one-on-one. It didn't hurt that the Interceptor also carried 12 concussion missiles. And I didn't have to wait at all. The platform was under attack and I launched from the Fogger into a blinding haze of laser blasts. The Fogger opened up on some shuttles just ahead — Rebels leaving the platform. I pressed "R" to find a nearby target and located TRN group Ginger making a run for it. I



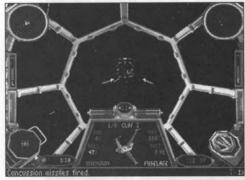
Starting off.



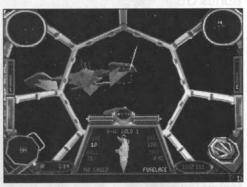
The platform was under attack.

told my wingmen to attack (Shift A), and pushed my throttle to full power. I increased the recharge rate on my lasers also, as I expected to be doing some serious firing.

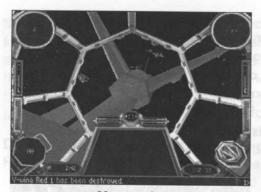
Three escort shuttles from group Claf appeared, but I decided to keep my distance from them. These new escort shuttles have a deadly rear-firing turret, and you don't want to climb up their tail! X-wings were coming in from the other side of the battle, launching torpedoes at the *Fogger*. I tried



Shooting at Claf 2 — from a distance!



Going after A-W Gold 1.

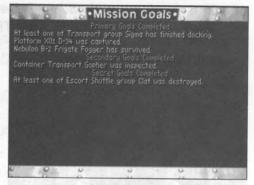


Home again.

the platform. I quickly destroyed the X-wings and a Y-wing group as well, then used my missiles on some A-wings that had entered the scene.

During the dogfight, I received a message saying that we'd recaptured

to order my wingman to protect the Fogger, but discovered that he had been lost. No choice. I went after X-wing Red 2 myself. Meanwhile, TRN Sigma was involved in docking with



Mission Goals.

the space station. I could return to the *Fogger* now, but I had some missiles left, so I used them on FRT *Gopher* (after flying close enough to inspect the FRT and discover some escaping Rebels) and on the escort shuttles. I found that three missiles would take out one of the escort shuttles.

Debriefing (Win Conditions)

Primary Goals: TRN Sigma must complete docking operations.

PLT D-34 must be captured.

FRG Fogger must survive.

Secondary Goals: Inspect TRN Gopher.

Bonus Goals: Destroy at least one Escort Shuttle of group Claf for 500 pts. Capture TRN *Gopher* for 1000 pts.



"I nearly got burned by that new craft," Alimet was saying.

"You mean the escort shuttle?" Maarek asked. He was biting down on some unrecognizable stew. The food aboard the Frigate was probably a technological marvel, but it did little for the eye or the palate.

"Yeah," continued Alimet. "I didn't realize it could fire to the rear."

"I just hung back and fired some missiles," Maarek offered, choking down his last lump of brown stuff.

Grommet laughed. "Well, now we know. Missiles, it is."

"What if you run out of missiles?" asked one of the other pilots, a young, fair complected man called Foocl'd.

"Well," suggested Grommet in mock seriousness, "you could try a head-on attack."

Foocl'd frowned. Clearly a youngster with an arrested sense of humor.

Meanwhile, on the bridge of the *Fogger*, Colonel Vistore was in conference with Admiral Flanken via ship-to-ship link.

"We've traced their trail to the Bruanii sector," Flanken was saying.
"There's a Mugaari depot there. I want you to send some ships over there and take care of business."

"Right," answered the colonel. "Is it protected?"

"Now how the hell am I supposed to know that?" answered Flanken. "Just send your Gunboats. I'll be sending some as well. We'll commence the attack at fifteen hundred hours. I'll send over the necessary navigation data for your hyperdrive computers. Any other questions?"

"No, sir. We'll be ready," Vistore answered. As soon as the link was dissolved, he wiped his brow with a sleeve, caught himself, and stalked off to his private ready room. The bridge grew very still for a moment. Then all activity resumed.

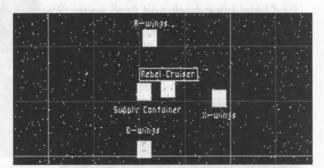


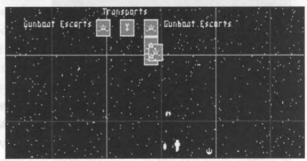
MISSION FIVE: ATTACK REBEL LT. CRUISER



Mission Briefing

We have located a Calamari light cruiser in the Bruanii sector. It is believed that this cruiser was the launch point for the attacks on D-34. You will be a wingman in a flight of Assault Gunboats.



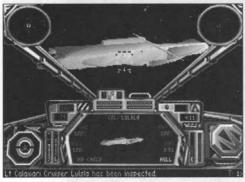


Secret Orders

The Rebels have too much Imperial war material. We suspect the complicity of some Imperial forces. You must inspect all Rebel cargo containers to see if they contain any identifiable Imperial equipment.

Stele's After-Action Report

On this mission, I got to fly a Gunboat, my first shielded craft. I was looking forward to this mission, going up against the cruiser's fighter cover. I figured



The Calamarian light cruiser Lulsla

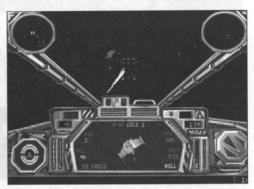
this would be good fun, though I knew I would miss the presence of an Imperial capital ship, a Star Destroyer, or at least a frigate, on the scene. I jumped into the battle area and immediately got my cameras going. It was my first view of a Calamarian cruiser. I pressed F9 and F10 twice each. Then transferred some of the stored laser power to my shields as I had been taught in

training. Then I pressed the "R" key and targeted an A-wing, but I quickly find that it's not so easy to dogfight an A-wing in a gunboat. Missiles work much better, so I let the A-wing detach from me, and once it was a short distance away, I locked onto it with missiles and let fly two of them. That's how I bagged my first A-Wing.

The battle had become a chaotic dogfight and the next craft I targeted was an X-wing from Red group. I used my lasers to destroy it, then went after another of the same X-wing group. I was beginning to like the Gunboat.

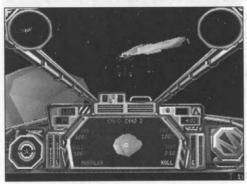


Blasting away at a B-wing.



Weakening the hull.

I went after the B-wings in Gold group as well. I just kept dogfighting, and as soon as I destroyed one, another one popped up in the CMD. While I was busy dogfighting, I remembered I was asked to inspect some containers, so I worked my way over to CON *C440* and flew by until I found one that was carrying Imperial probes. That's pretty much what the guy in the robe suspected. I got another message that the Emperor was pleased.



Here's container C440 2.

Checking the CMD, I saw that there were still some A-wings from Gold group, so I went after them. Shortly after that, some more X-wings from Blue group appeared. I took them on, too, though I knew I had completed my primary mission and was taking unnecessary chances. Mordon would probably have disagreed, but I liked this gunboat. I especially liked the shields. I had

already taken a few hits, but by transferring laser energy and rebalancing the shields, I was able to keep my craft intact.

Finally, I realized it was time to return to base, so I activated the hyperdrive and left the *Lulsla* behind. I knew I would be back, though. At the debriefing, I found out that I had 13 new kills to my name: 3 X-wings, 3 A-wings, 4 B-wings and 3 Transports. This was a great day!

Debriefing (Win Conditions)

Primary Goals: Destroy all of X-W Red.

Destroy all of B-W Gold. Destroy all of A-W Blue.

Destroy all of A-W Red.

Secondary Goals: Inspect all of CON *C440*. Bonus Goals: Destroy all of X-W Blue for 350 pts.



The man in the robe was talking. He seemed exceptionally pleased. "Yes. This is all the confirmation we have been wanting. We will be able to trace the person responsible for this treason. You have done well, Stele."

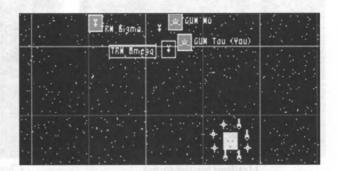
Maarek said nothing. He still was uncomfortable around the secret society. He waited for a dismissal. He didn't dare be rude to these men, but he knew that the mission to destroy the *Lulsla* was already starting, and he didn't want to miss the opportunity to be involved.

But the man wasn't finished yet. He had still more orders for Maarek. "You will destroy the *Lulsla*. And when you do, the Rebels will scuttle out of their places where we can get them. Find their leaders for us. The Emperor will be pleased."

Maarek rushed off to battle, a small shiver running up his spine. He would not want to be in the Rebels' place. Not now. Not ever.

MISSION SIX: DESTROY THE LULSLA



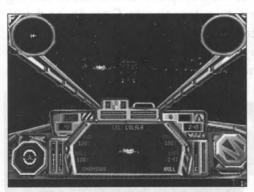


Mission Briefing

With the main fighter shield destroyed, we can launch an all-out attack to complete the job. You will lead a two-ship flight of Assault Gunboats and escort the transport groups Sigma and Omega as they attempt to bring down the *Lulsla*. Although starfighter opposition should be minimal, you will have to contend with the minefields around the *Lulsla* as well as the firepower of the light cruiser itself.

Secret Orders

Watch for the Rebel leaders as they attempt to escape the doomed cruiser. We want to capture them alive.

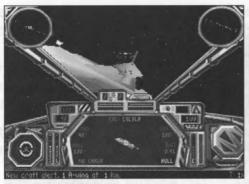


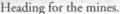
The Lulsla behind a shield of mines.

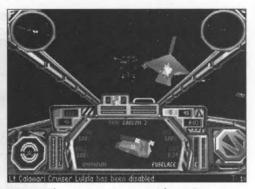
Stele's After-Action Report

The mission to destroy the Lulsla continued. I was sent out on a second mission to finish off the cruiser, again at the command of a gunboat. After starting the camera, I pressed F9 and F10 to set recharge to maximum, then transferred some energy from lasers to shields. I turned and headed in towards the Lulsla. When I pressed "R" to find the nearest target, I found only mines out there, and an awful lot of

them at that. I identified two types of mine — type 2 and 3. I decided to use ion cannons on them because the type 3 mines can shoot missiles if you don't disable them first. As I approached the minefield, I transferred more







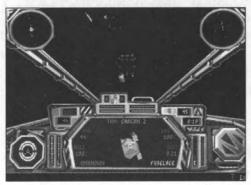
Close up encounter with a mine.

energy to my shields, remembering from my training how dangerous mines could be. Eventually, I got the shields to maximum and pressed F10 to reduce the shield recharge rate to 3/4.

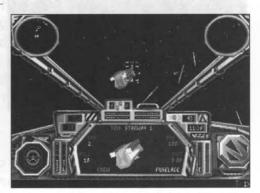
Instructed my wingmen to go after the mines and made my first pass. I noticed that they were all at the same level, so I took my ship in on the same plane to make it easier to target and very quickly destroy one mine after another.

I almost didn't notice the first wave of Y-wings —three of them. I went after them as soon as I could, getting one quickly. By this time, there were new enemies — X-wings and A-wings. I targeted the X-wings with missiles and destroyed *Red 2*, using three missiles.

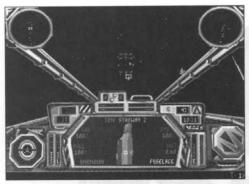
In the middle of all this, I noticed some transports and shuttles leaving the Lulsla — two transports Starway, two transports Gargon and two shuttles Derris. I figured it was important to know what was on these craft, so I headed toward them. I destroyed the transports, but found the commander of the Lulsla aboard one of the Derris shuttles. I used ion



Locking weapons onto Gargon 2.



Starway 1 is about to go.





TRN Starway 2

Mission Goals

cannons to disable both shuttles and base control sent out a transport to board the shuttles. In the fury of the dogfight, I heard the message that the *Lulsla* had been destroyed. I fought a few more starfighters, then headed home as Imperial forces captured the shuttles I had disabled.

Debriefing (Win Conditions)

Primary Goals: CAL Lulsla must be destroyed.

Secondary Goals: Destroy all of TRN group Starway.

Destroy all of TRN group Gargon.

Disable SHU Derris (with commander of Lulsla).

Bonus Goals: Capture all of SHU group Derris for 2000 pts.

Destroy mine groups for 50 pts each.

Meanwhile, Admiral Harkov flew to a secret rendezvous with Rebel leader, Mon Mothma. There, he offered to defect, and to bring his part of the Imperial fleet with him. As long as the price was right.







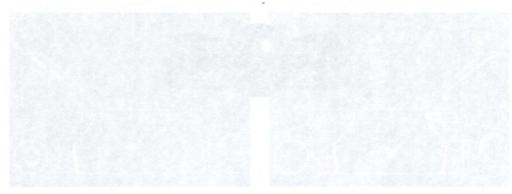


Close us manifold with a mine;

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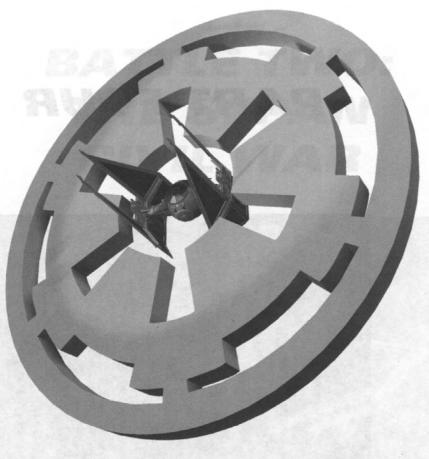
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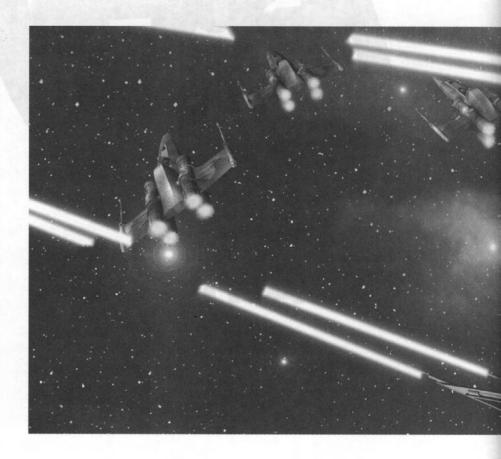
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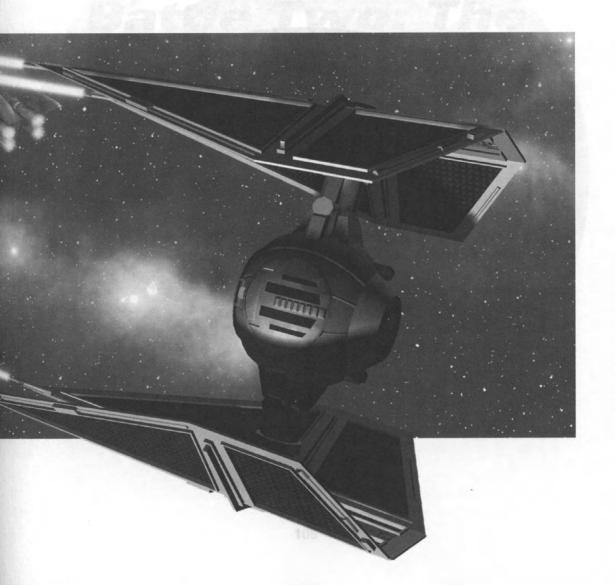


PART FOUR

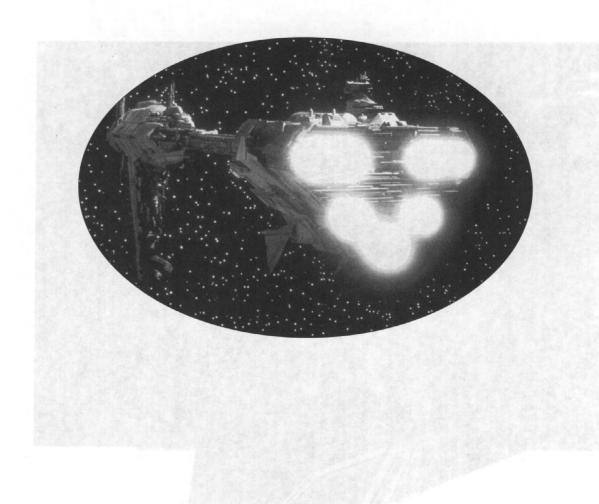
PART FOUR



BATTLE TWO: THE SEPAN CIVIL WAR



BATTLE TWO: RYMP SEPAN CIVIL WAR



PART

Battle Two: The Sepan Civil War

His transfer was quite sudden and unexpected. He had been almost comfortable aboard the *Fogger*, and then the orders had come through. Maarek was reassigned to a *Victory*-class Star Destroyer, the *Protector*. He was given no warning. One day, shortly after the battle with the *Lulsla*, he was told to pack up and report to the hangar. A transport was leaving in an hour, and he was to be on it.

He said quick good-byes to Grommet and the rest of them. Grommet was still expecting a promotion. Ketcher had his nose stuck in some historical holo and hardly looked up, but Alimet made a big show of hugging Maarek and kissing him on both cheeks, saying, "We will meet again, my friend. We are destined to meet again. Of that I am sure."

Then he was gone. The transport took him to the Star Destroyer, which, while smaller than the *Imperial*-class Star Destroyer *Vengeance*, was still a good deal more impressive than the frigate had been.

He had very little time to orient himself. He had just located his bunk when the comlink lit up and he was called to a briefing.



"In just one hour, we will jump into the Sepan sector to quell a long-standing civil war between the peoples of Ripoblus and Dimok." Admiral Harkov stood at the podium. He was thin and looked as if he hadn't had enough sleep recently. He gestured with his hands, pointing randomly about the room. To Maarek, he seemed somewhat erratic, but he was the admiral after all, and everyone was listening intently. Maarek wondered if the admiral normally conducted briefings himself, as it was somewhat unusual for the commander of a Star Destroyer to do so.

The admiral's voice was strong, and carried all the authority of his station. But to Maarek's ear, it was edgy, and had an unpleasant twang about it. It might be an unfamiliar accent, Maarek thought, but I don't much care for it.

"We want to remind you," the admiral continued," that this is a peace mission. Our objective is to come to the aid of a small Ripoblus convoy. This is not a mop-up mission. You must deliver a telling blow to the Dimok aggressors, but allow some to escape to tell their superiors of the might and will of the Empire. Are there any questions?"

"How do we tell which of them to let escape?" asked one of the senior pilots. "Draw straws?"

There was general laughter in the room, but the admiral did not join in. He glared at the speaker a moment, then said, "If there are no real questions, then, you all have work to do." He was about to step off the podium, when he stopped and said, "Captain Trace. I want a word with you."

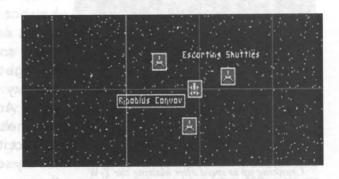
The pilot who had made the joke stood up and walked slowly toward the admiral. Maarek was on his way out of the briefing room, but just as he left, he observed the admiral raise his hand and slap the captain hard across the face. There were some angry words that Maarek could not quite make out, then he was out the hatch and could see no more.

On schedule, an hour later the *Protector* jumped to Sepan and immediately the Imperial forces mobilized to catch the Dimoks in the act.



MISSION ONE RESPOND TO S.O.S.





Mission Briefing

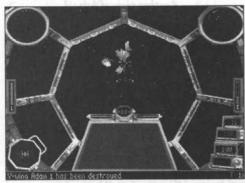
The Ripoblus convoy is under attack. You will fly as wingman in a three-ship flight of TIE fighters. Your mission is to destroy some of the Y-wings while the TIE Bombers attack the Dimoks' corvette.

Secret Orders

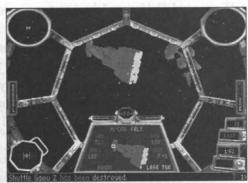
Inspect cargo craft. Look for anything out of the ordinary or suspicious.

Stele's After-Action Report

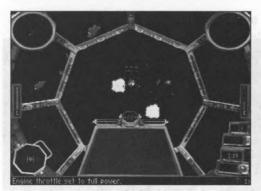
I entered the area of the convoy. There was one other FG of TIE fighters and one FG of TIE Bombers on the mission. I targeted my flight leader and assigned him to memory location F5. Then I throttled to full and checked his threat display to see who he was after. He was attacking Y-wing Adam 2, so I started looking for another target. I saw that a modified corvette Falx was in the area, and determined that it could present a threat to the convoy. The T/Bs should take out the corvette, but they were busy with the cargo ferry Mangonel. I realized I could go in and draw some of the corvette's fire



Scratch Y-wing Adam 1.



Targeting a laser turret on the Falx.



Cranking up to speed after blasting the Y-W.

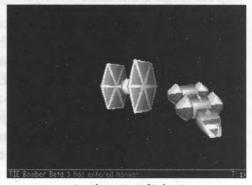
away from the convoy, even be a hotshot and try to take out a gun turret or two. I also realized that doing so in a TIE fighter could very well get me killed. I stuck to my primary mission, and went after Ywing Adam 1, but I took a few potshots at the corvette just to distract its gunners.

My secondary goal was to inspect the convoy, but first I put my lasers

on full recharge and closed in on Y-W Adam 1. I noticed that the convoy had an escort of Lambda-class shuttles. A message came through that the cargo ferry Mangonel was destroyed. I got Adam 1 and then went after Baker 2. Once I had taken care of Baker 2, I checked the convoy's condition and saved Asbo 1 to memory location F6. About this time, a Calamari light cruiser entered the area, but it was 11 klicks away, too far to be a factor.



Checking out Asbo 3.



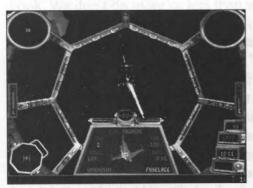
Another view of Asbo 3

I swung into the convoy and performed an inspection run on all three ships. I found munitions in two of them, but Asbo 3 contained Imperial arms. These guys shouldn't have anything like that on board, so I signalled in. Time to send out some boarding craft. Sure enough, TRNs Epsilon 1 entered the scene. I saved Epsilon 1 in memory location F7 and went after more of the Dimok marauders.

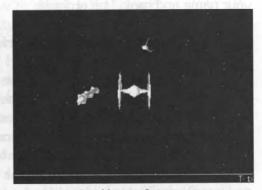
Y-wing *Charlie 1* was closest, so I put my lasers back to full recharge and took him out. About this time, the Dimoks had had enough. They began to withdraw, but I saw no reason to make it easy on them. I kept after their starfighters.

Epsilon 1 was going after Asbo 3, and I figured he could use some help. So I blasted the modular conveyor to lower its shields and also to draw fire away from Epsilon 1. I took an angle that prevented the other ships in group Asbo from catching me in a crossfire. Once Asbo 3 was down to zero shields, I went after Asbo 2, dodging constantly so I didn't get hit.

I got the message that new craft were coming in and I hit the "U" key to see who had joined the party. There were some escort shuttles coming in, but some of them were under attack already. One seemed to get away — E/S Yawnor. I figured I'd go after him after checking to see that the transports were all right. I was careful not to try a head-on pass at the Yawnor, however, and came around carefully to shoot him from the side or to jink into shooting position, then dodge again. To a TIE fighter, an escort shuttle can be instantly lethal, and I didn't have to take him out as long as I could prevent him from interfering with the boarding operations.



Approaching the Yawnor.



Ripoblus reinforcements

Finally, when all boarding operations were complete, I headed home. Somebody joked that I should have taken out the Lt. cruiser *Falaricae*. The terrible thing is, I had thought about it.

Debriefing (Win Conditions)

Primary Goals: Destroy 25% of the Dimok craft.

At least one modular conveyor of group Asbo must survive.

VSD Protector must survive until all other goals are completed.

Secondary Goals: Inspect all of modular conveyor group Asbo.

Bonus Goals: Calamari light cruiser Falaricae must be inspected for 1000 pts.

Cargo ferries Delphine and Mangonel must be inspected for 500 pts each.

Modified corvette Falx must be inspected for 500 pts.

Modular conveyor Asbo (Imp. Arms) must be captured for 1000 pts.

Maarek wasn't sure what it was. Certainly, there was something bothering him aboard the *Protector*, something gnawing at him. It took him a day or two to identify it. Morale. The crew and other pilots he met here were not happy. The ship was run very strictly, and security was tighter than he had ever seen.

Right after the mission to drive off the Dimoks, Maarek was ordered to report to one of the briefing rooms. On his way there, he happened to get lost, and came to a door that led to another part of the ship. Two navy troopers stood at the door with blaster rifles held ready across their chests. They came to attention as Maarek approached.

"This area's restricted. No admittance without a proper pass."

"Sorry," said Maarek. "I was looking for Briefing Room 14f on deck 20."

The first guard looked suspiciously at Maarek while, out of the corner of his eye, Maarek noticed that the other guard shifted his rifle ever so slightly. "This is deck 19," he said gruffly. He took out a small recording device. "State your name and rank," he ordered.

Puzzled, Maarek complied.

The guard seemed satisfied then. He put the recorder away and ordered Maarek to go about his business.

He found his way to Briefing Room 14f without further incident, but he felt somber and suddenly tired. Perhaps that's why he said what he did.

Here's how it happened. He sat down in a seat in the briefing room. It was empty. He waited perhaps ten minutes. Then an officer appeared. It was Captain Trace, the one whom Harkov had slapped.

The captain walked quickly into the room and pressed a button near the podium. A small table began rising from the floor. The table had two modular chairs attached to it, and the whole apparatus slowly appeared with a high whining sound and a loud click when it had completely emerged. Then Trace motioned for Maarek to come sit, saying, "You're Stele, I believe. Welcome to the VSD *Protector*."

Maarek walked slowly to the strange little table and sat in one of the seats. The captain sat in the other chair so they faced one another.

"Yes, I'm Stele, sir. Is there something wrong?" He'd only been on the ship for a day, and already he was being called in to a special meeting. That most often meant a reprimand, or something worse.

But Trace smiled. It wasn't a big smile. Just a breath of humor on his otherwise stern visage. "Nothing wrong, no, nothing wrong." He said it as if he were trying to convince himself, or at least that was Maarek's impression.

But the captain wasn't finished. "No, I'm just here to indoctrinate you to life aboard the *Protector*." He sounded quite bored.

"Yes, sir," Maarek answered. "I'd appreciate that."

"Would you?" Trace looked a little surprised.

"Well. It does seem a little different here," Maarek answered.

"I've watched your performance in the mission we just completed," the captain said, scratching behind his ear. Then he rubbed his temples with thumb and middle finger, bending his head slightly forward to do so. "You're an able pilot, Stele. You know your way around the cockpit; I'll give you that. But you also went beyond your orders. Why did you do that?"

Instantly, Maarek was wary. What did he say? Did he admit to performing extra tasks for the men in robes? He prevaricated. "I thought it would be helpful, sir. I hope I did nothing wrong . . ."

The captain interrupted him. "Around here, Stele, things are done by the book. We don't do more or less than we're asked. Is that clear?"

"Yes, sir. I will attempt to do my duty, sir."

"Good. You are to stay within your assigned area of the ship. No wandering, exploring, getting lost . . ." He emphasized this last condition. So he had already been informed of Maarek's encounter with the guard. ". . . or asking unnecessary questions. Are we clear?"

Now this is where Maarek's being tired made him say what he would certainly have held in under normal circumstances. "Is that why you asked that strange question at the briefing?" he asked before he knew he'd said it.

Trace's first reaction was to stiffen. Clearly he was about to rebuke Maarek, but suddenly he laughed and slapped the table quite hard. Maarek tried to push away from the table, but his chair was attached.

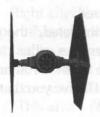
"You're an insolent little pup," Trace said when he had caught his breath. Under control again, he added, "Or a damned fool. I'll be watching to see which. Better watch what you say around here, though, Stele. Humor isn't encouraged. You're dismissed."

"Thank you, sir," Maarek said, already getting out of his chair.

He was halfway across the room when the captain said in a modulated voice, "A word of advice: Don't let the admiral notice you. You'll be better off that way."

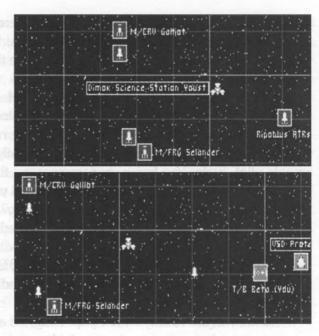
At the time, Maarek had no way of knowing how prophetic a statement that was.

MISSION TWO INTERCEPT ATTACK



Mission Briefing

The Ripoblus' have launched a counter attack against one of the Dimok's installations. The Empire does not want an escalation of this conflict. It is your job



to help drive off the Ripoblus forces and show them that we do not favor either side. You will fly as a wingman in a three-ship flight of TIE Bombers. Make sure you deliver a forceful, but not fatal, blow to the Ripoblus forces, and don't allow anything to happen to the Dimoks' installation!

Secret Orders

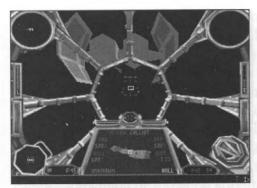
We want you to get a good look at this research station. We're very interested in what's being researched.



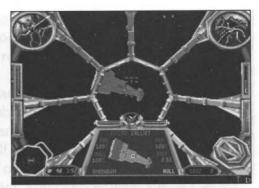
ATR Sabre becomes a fireball.

Stele's After-Action Report

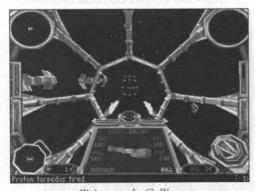
I had the quartermaster load my ship with heavy rockets for this mission. I was sticking with my flight leader and preparing to attack M/CRV Galliot when ATR Sabre dropped out of hyperspace practically on top of me! I took the Sabre out with two heavy rockets. After that, I fired another two heavy rockets at M/CRV Galliot, and attacked the M/FRG Dromon when it entered the area.

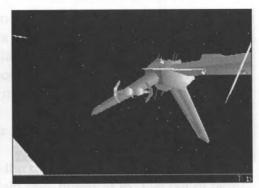


The Galliot



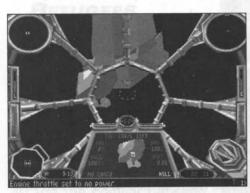
Targeting the Galliot.





Firing on the Galliot. Flying by the FRG.

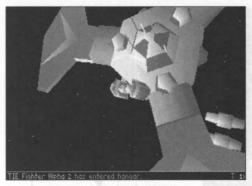
Then I went full speed back to the Protector and called for a reload. I positioned myself below the Protector and cut my throttle to zero. From there, I was able to keep my line of fire on the Dromon. I kept firing heavy rockets at the frigate until she was destroyed. I figured if I wasn't fast enough, she'd escape into hyperspace.



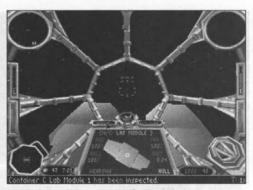
Reloading

After the loss of their frigate and a few more ATRs, the Dimoks started to withdraw.

After that I flew quickly past the platform to ID all the containers, discovering that one of the Lab Modules contained weapons. I realized that this would be of interest, so I did everything I could to assist transports Epsilon 1 and Epsilon 2 in boarding the container



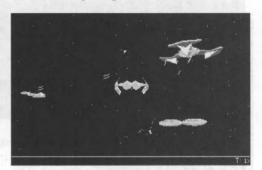
Flying by the PLT.



Inspecting Lab Module 1.



Coming in on a cargo ferry.



Surveying the battle scene.

and platform Youst. I also managed to inspect SHU *Toten*, which appeared after the transports had completed their boarding operations. It contained a high-ranking officer.

Once the boarding operations were complete, I figured my job was done and returned home.

Debriefing (Win Conditions)

Primary Goals: 25% of Ripoblus forces must be destroyed.

Container Lab Module (with weapons) must survive.

PLT Youst must survive.

VSD Protector must survive until all other goals are completed.

Secondary Goals: Inspect Container Lab Module (find weapons).

Inspect PLT Youst.

Bonus Goals: Inspect SHU Toten for 1000 pts.

TRNs Epsilon 1 and Epsilon 2 must complete missions (500 pts each).

Destroy FRG Dromon for 2000 pts.

Container Lab Module (with weapons) must be captured for 500 pts. PLT Youst must be captured for 1000 pts.

"Just what did you think you were doing out there?" The captain was clearly angry. He was pacing back and forth, looming over Maarek, who was sitting at the strange little table in the briefing room again. "Didn't I tell you to follow orders and do what you're told?"

Maarek said nothing. He held his hands, palms together, making a little tent of his fingers, and pointed them subtlely in the captain's direction. It was an old gesture from Kuan, his home planet. It was used to ward off conflict.

Captain Trace visibly calmed himself and continued in a more reasonable tone. "I suppose congratulations are in order. You did help us identify and capture something or someone important. I don't know what it is, but senior command seemed happy enough."

Maarek shifted in his seat, but said nothing.

"A word of advice, Stele. Don't be a hero. Just do your job and keep out of trouble." The captain leaned on the table and looked Maarek in the eyes. "I don't know if I'm supposed to punish you or congratulate you."

Maarek smiled at that. "Sir, I know my actions seem undisciplined. I guess I'm just inquisitive by nature."

Trace mulled over this statement for moment. "I think there's a proverb about curiosity killing some creature."

"On Kuan, we say, 'Curiosity killed the rondat . . .' " Maarek offered.

"Don't be a rondat, then," the captain said, finally. "OK. Get out of here. You're dismissed."

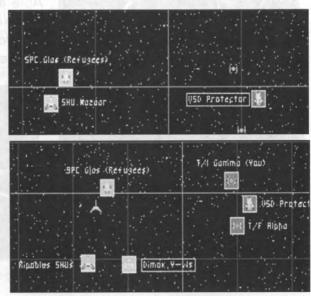
. . . and satisfaction brought him back, thought Maarek as he left the room.

MISSION THREE: RESCUE WAR REFUGEES



Mission Briefing

There are those who wish to escape the conflict between



the two worlds of the Sepan system. A group of Ripoblus scientists have hijacked a patrol craft and a couple of shuttles. They are seeking asylum. It is the Emperor's directive that we bring peace to this system, and helping the scientists to a safe haven is our duty. You will fly as the wingman in a three-ship flight of TIE Interceptors in Gamma group. Protect the escaping craft from reprisals by the Ripoblus government. Keep your eyes open for Dimok raiders as well.

Stele's After-Action Report

I headed straight toward the SPC *Glas*. It had no hyperdrive and would have to make it safely to the *Protector* if the refugees were to survive. I checked the in-flight map screen and saw that the enemy craft were about 6-7 klicks away while the refugees were at about 13. I selected each craft in turn, zooming in and out as necessary, then used memory locations Shift F5, F6 and F7 to lock the locations of Nazaar 1, Nazaar 2 and the *Glas* into the on-board computer's memory. I also set the *Protector* in a memory location.

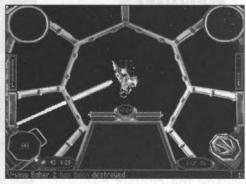


Inspecting the Glas.

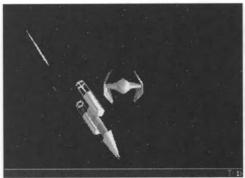
I realized that speed was essential. I couldn't leave the *Glas* unprotected, so I cut the laser recharge rate to zero and headed out at full throttle, targeting the attacking Y-wing group Able and instructing my wingmen to attack Able as well. When I was about 1-2 kilometers away from the *Glas*, I started re-energizing the lasers at 1 above normal maintenance level.

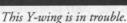


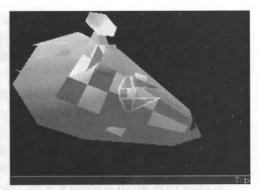
Going after the Y-wings.



Shooting Y-wing Baker 2.







Escorting the Glas.

Then I pressed the "R" key and targeted the closest group of Y-wings instructing my wingmen to attack one Y-wing while I attacked another. A few quick shots in single-fire mode helped break up the Y-wings' formation, then it was a dogfight. I went after the Y-wings, but was very careful not to hit the *Glas* by mistake.

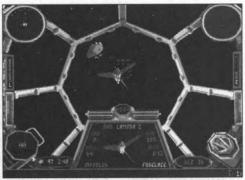
Once I was into the dogfight, I put lasers on full recharge and adjusted speed as the situation warranted. I would cut to 1/3 as I came on to a Y-wing, then 2/3 throttle when I was on his tail. When I'd finished him, I went back to full throttle until I had caught up with another target.

I listened for any message indicating that the mission critical craft were being attacked, in particular the SPC Glas. (I knew if I got such a message, I would have to break off whatever attack I was on, find the endangered craft, and take care of the attacker.) During the dogfight, I made sure I didn't get drawn too far away from the Glas, and I concentrated on any enemy craft that attacked it.

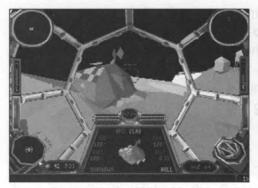
After finishing the Y-wings, I went after the Lambda group shuttles,

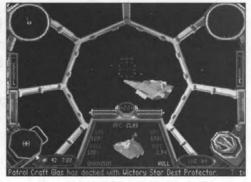
which also posed a threat to the convoy. Word of advice to anyone reading this. Don't be too close when one of those babies blows up. The shrapnel can be lethal!

Now the Dimoks came to make trouble in Y-wings and shuttles. I went after the Y-wings of Baker group first. Then I went after the shuttles of Sigma group, and another Lambda group. I checked the



Targeting a Ripoblus shuttle.





The Glas in its final approach.

The refugees are safe.

condition of the mission critical craft and found that *Naazar 1* had taken a lot of hits. I decided to stick close to Naazar 1 until it was safe inside the hangar.

When the Glas finally docked, and then then Naazar 1 and Naazar 2 entered the hangar, I thought my mission was done, but four escort shuttles designated Typhon showed up and went after the Glas, even though she was empty now, and on autopilot. I decided to take care of them. Since I had no missiles, I used my speed to stay away from them, coming in to attack and then getting away again. My wingmen were also attacking the escort shuttles. I considered heading back toward the Protector to use its guns to deter the escort shuttles, though I was a little worried I might hit the Protector by mistake. Star Destroyer gunners don't like you taking shots at their ship, even if you are on the same side. Finally, when the escort shuttles were all destroyed, I headed back to the Protector and back to the hangar. I received a promotion to lieutenant when this mission was completed.

Debriefing (Win Conditions)

Primary Goals: Patrol Craft *Glas* must complete docking operations.

VSD *Protector* must survive until all other goals are completed.

Bonus Goals: Destroy all of escort shuttle group Typhon for 2000 pts.

All of SHU Nazaar must complete its mission for 2500 pts.

Harkov sat behind a large desk. The visitor stood. Angrily, Harkov held up a small holo disk, saying, "This is unacceptable. Go tell your masters that it's pay in advance. Tell them also that they had better keep their mouths shut tight. I think someone's getting suspicious."

The other man nodded and took the holo disk from the admiral's outstretched hand. "You must understand, admiral, that we are at war with Ripoblus. We must have those arms. . ."

Harkov interrupted. "And you will have them. But not before I receive payment in full." The admiral got slowly out of his seat and leaned forward on his desk. "I'm sure the leaders of Ripoblus would be happy to pay in advance for Imperial weapons."

"From what we've seen, they already have a supplier," the other man answered bitterly. "You Imperials think you can do whatever you want. You may be surprised at what happens," the man added.

Harkov's eyes narrowed slightly, but otherwise he betrayed no reaction to the man's statement. "Just see that I get what's due. And don't waste your breath threatening me," he added casually, as if it were a mere annoyance. "There's nothing you or your government can do. Now get out of here."



Elsewhere, Maarek was awakened by a muted hiss — the sound of his doorway opening. It was dark. Only the soft glow of the comlink ready light cast any illumination in the small cabin. Maarek could sense the presence of another in the room, though he heard and saw nothing.

"Stele." The voice was low and insistent.

"Wha— What is it? Who are you?" He scanned the room, his eyes as wide as they could go, trying to make out who was there.

"The Emperor needs your assistance," the voice said again. The tone was sepulchral. Maarek felt his scalp tighten. Something wasn't right.

"I don't know who you are," he said. He reached for the light.

"Do not turn on the light," the voice insisted, but Maarek ignored it. He punched the button by his bunk and the room became bright.

They both blinked a moment as their eyes became accustomed to the sudden illumination. When he could speak again, Maarek said, "Captain Trace."

The captain looked chagrined. "I must have made a mistake."

"What in the world did you think you were doing," Maarek asked. He was shaking, not sure whether he wanted to throttle the man or laugh out loud.

The captain shook his head. "I was sure you were working for the Secret Order. I saw you speaking to one of them before."

Maarek studied the man. He had suspected from the beginning that there was something unusual about him. "Why does that interest you, Captain?" Maarek asked.

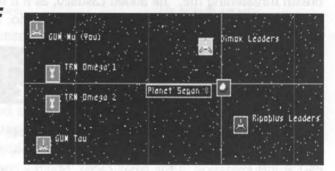
Trace scrutinized the bleary-eyed Maarek closely for a moment, clearly considering speaking. Then he shook his head, obviously thinking better of saying anything more. "This meeting never happened," he said.

Maarek nodded. "Whatever you say, Captain," he replied.

After Captain Trace had gone, Maarek lay awake for hours, thinking about the captain, the Order, Harkov, Mordon . . . And when he slept, his dreams were confused and full of strange images. Through it all, the Emperor loomed, his voice filling Maarek, not for the first time, nor the last. "You are mine . . ."

MISSION FOUR: CAPTURE ENEMIES





Mission Briefing

Imperial intelligence has discovered that the leaders of Ripoblus and Dimok are planning a deep space rendezvous near Sepan 8. You will fly as a wingman in a four-ship flight of Assault Gunboats. Your mission is to provide escort for the Stormtrooper transports that will attempt to board the leaders' shuttles. Your primary assignment is to TRN *Omega 1*. Be on the lookout for ships of both sides, particularly the escort shuttles from Ripoblus.

Secret Orders

Look for any large cargo vessels. We need to know what is inside them. Someone is selling arms to both Ripoblus and Dimok. The Emperor wants to know who it is.

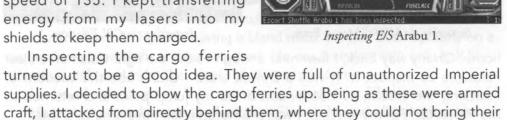
Stele's After-Action Report

At the beginning of the mission, I assigned my flight leader to F5 and the TRNs of Omega to F6 and F7. Then I pressed T to target my flight leader, then Z to see which was his current target. Together, we disabled the shuttle, and I flew by to inspect it. Then I turned toward the other shuttle in

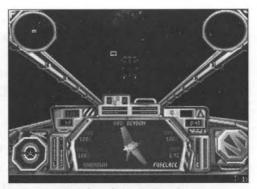
time to see it disabled by the other GUN team. I flew by to inspect it before engaging the nearest enemy fighter, a Z-95.

As our flight group overtook the Phantele, my wingmen fired two missiles at it. Once I was within ion cannon range, I increased the laser recharge rate and switched to ion cannons. I quickly disabled the Phantele and my wingmen disabled the shuttle Keydon seconds later. Then I started dogfighting Dimok Z-95s of group Adam, using lasers. When I ran out of nearby Z-95s I switched to missiles and went after some escort shuttles, attacking from a distance. The E/S Berono was a key group, because they went after the transports. Once the Keydon and the Phantele were disabled, two cargo ferries appeared - the Godendag and Glaive. As soon as TRN Omega was safe, I would take my flight group out to inspect them.

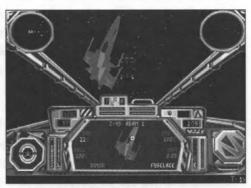
To catch the *Godendag*, which was way out there, about 8 kilometers away, I shifted all my laser and shield recharge power to the engines, which gave a maximum speed of 135. I kept transferring energy from my lasers into my shields to keep them charged.



guns into action. After finishing off the escort shuttles, I decided to head for

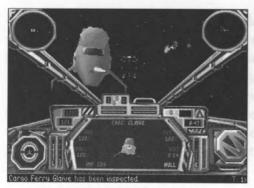


Heading for SHU Keydon.

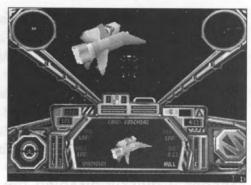


Taking care of Z-95 Adam 1.

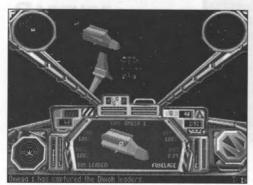




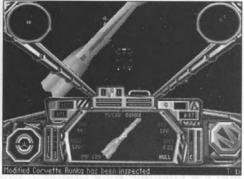
Inspecting cargo ferry Glaive.



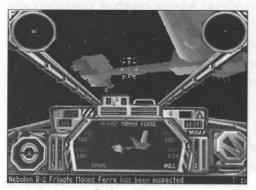
Inspecting cargo ferry Godendag.



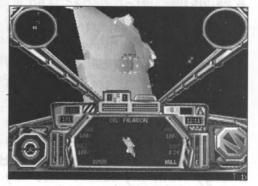
Omega 1 successfully captures the Dimoks.



Inspecting M/CRV Runka.



Inspecting the M/FRG Manus Ferre.



Inspecting the CRL Falaricae.

home. On my way back, I flew near enough to the the light Calamari cruiser Falaricae to inspect it. It was a Dimok craft. I didn't see the wisdom of attacking the cruiser, so I continued on to my jump point and returned to the *Protector*. For my success, I was promoted again, this time to Captain.

Debriefing (Win Conditions)

Primary Goals: Transports *Omega 1* and *Omega 2* must complete their missions.

Shuttles Keydon and Phantele must be boarded.

Secondary Goals: Inspect cargo ferry Glaive.

Inspect CRV Runka.

Inspect cargo ferry Godendag.

Bonus Goals: Inspect CRL Falaricae for 500 pts. Inspect M/FRG Manus Ferre for 500 pts. Inspect FRG Shemsher for 500 pts.

"Can you imagine? Using their own children as hostages. These people are savages!" The admiral was clearly furious.

The man on the other end of the priority comlink channel sounded unimpressed. "I'm more concerned with these discrepancies in the supply manifests, Admiral Harkov. As you well know, I've been assigned to investigate possible misappropriations."

"Surely, even a man in your somewhat dull position can appreciate that there are bigger and more significant events in the galaxy than a few lost parts," Harkov said, his voice condescending.

But the man on the other end of the link continued in the same matter-of-fact voice. "We're not talking about a few parts, Admiral. We're talking about weapons."

"Yes, yes. I know," said the admiral, sounding impatient. "I'm far too busy to deal with this. Take it up with my quartermaster in supply section."

"I already ha—" the man began, but Harkov cut the link.



Maarek did not see Captain Trace anywhere that next day. He was in the mess with a few other pilots, having a bland meal. He had been up early on a routine inspection shift, and he was tired. He was listening with only half his attention, still puzzled by the events of the night before.

He heard someone say, "... new type of starfighter. That's what I heard." He looked around. It was a pilot called Shreet. Maarek didn't know him well. In fact, he hadn't had time to get to know anyone very well yet, but Shreet had a reputation as a gossip and rumor monger. Maarek was tempted to ignore the man, but something in his tone made him listen.

"That's right. It's supposed to be a faster starfighter, like a TIE fighter, but with shields and hyperspace and rocket launchers."

"Oh, come on, Shreet. That's ridiculous," one of the other pilots said. Shreet looked defensive at being challenged. "Well, it's something like that," he said.

"Well, they'll never let you fly one, anyway," one of the pilots chided, and Shreet glared at him.

This launched the group into a heated discussion about who was the best pilot and who had saved whom during various battles. Maarek quickly lost interest in the banter and got up to return to his cabin.

He was about halfway there when one of the Order's robed figures detached himself from a small alcove and walked up to him.

"The Emperor needs you," he began.

Maarek stopped still and tried to peer under the man's hood.

"I'm sorry? What did you say?"

The man stood silent a moment. Then he continued as if Maarek had not said a thing. "You will soon be on a mission to protect a valuable shipment. Be alert. We require you to investigate any unknown shuttles. We suspect that there is more to this civil war than we had suspected. Someone is supplying Imperial weapons to both sides, and the Emperor wants to find out who is behind it."

By this time, Maarek was sure this man was genuine. "I will do my best," he said. The man in the robe turned and left. Maarek continued to his cabin wondering the whole time why he couldn't just be a pilot, fly starfighters, and stay out of other people's business.

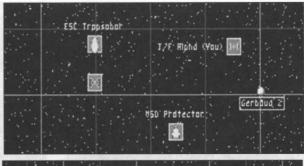


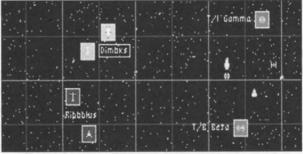
MISSION FIVE: GUARD RESUPPLY



Mission Briefing

The Protector is receiving a shipment of new star-fighters. These TIE Advanced, the so-called "Avengers" will help to





replace ships lost in recent operations, and will provide even more advantages to our pilots against the enemies of the Empire. You will protect the escort carrier *Tropsobor* during docking operations. Be on the lookout for ships from both Ripoblus and Dimok, as the two sides consider us a common enemy and have temporarily joined forces.

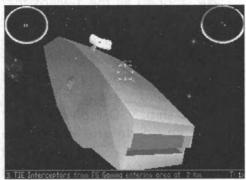
Secret Orders

We want you to be alert and to inspect any unknown shuttles. We have information that suggests the presence of a third party at this rendezvous. Find that craft and identify it. Do not let it get destroyed!

Stele's After-Action Report

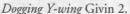
I began the mission in a Vic formation at 50% throttle. Assigned Alpha 1 to F5 and VSD Protector to F6. Maintained formation as ESC Tropsobor entered the area. I received the order to rendezvous with the ESC and escort the first group of TIE Advanced back to the Protector.

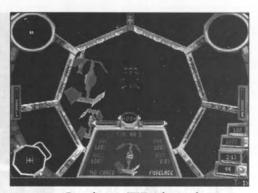
Enemy craft appeared — a CRL accompanied by a M/CRV — but



The Tropsobor







Guarding a TIE Advanced.

they were too far away to pose any immediate threat. The cruiser launched a flight group of Z-95s, but we were ordered to stay on close escort. T/B Beta and T/I Gamma were deployed to attack the enemy craft.

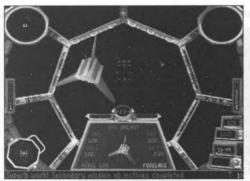
As we neared the *Protector*, it was clear some of the Z-95s were going to get past T/I Gamma, so we moved to intercept. I waited until they were within 3 kilometers, then ordered my wingmen to attack one of them (Shift A). I targeted another Z-95 and engaged it myself.

The battle was on! I increased my laser charge rate to maximum and fell into a fierce dogfight for several minutes. One of the Z-95s had scored a couple of hits on one of the TIE Advanced I was escorting. I maneuvered myself to be closer to the TIE Advanced. I lost my wingleader to the enemy. I was still dogfighting a Z-95, when I received a message from my commander to take out Y-wings. The Y-wings were several kilometers away, and they were attacking the escort carrier. I followed my orders to intercept. I ordered my wingmen to attack the closest Y-wing and headed that way.

We stopped all the Y-wings that were trying to destroy the escort carrier, but then a couple more popped up and started shooting our other ships. A couple more had jumped in and were attacking my command ship, VSD *Protector*, but I knew it could defend itself. The battle took a lot of concentration and quick maneuvering because I was being harried by Z-95s while I went



Watching over the Tropsobor.



Inspecting the SHU Omlaut.

after the Y-wings, which were coming in pairs. But I continued to concentrate on the Y-wings and let the others take on the Z-95s. I had to protect the *Tropsobor*, and it seemed the Y-wings were the greatest threat. Most of the TIE Advanced made it safely to the VSD *Protector* and the escort carrier *Tropsobor* left intact.

I hung around a little while longer and an Imperial shuttle

entered the area. I flew over to make an inspection and discovered a Rebel leader aboard. I knew the Secret Order would be interested in that piece of news! Because it was an Imperial ship, I didn't destroy it, but returned home with my mission complete.

Debriefing (Win Conditions)

Primary Goals: 75% of TIE Advanced must complete mission.

Escort carrier Tropsobor must complete mission.

VSD Protector must survive until all other goals are completed.

Secondary Goals: SHU Omlaut must be inspected.

Bonus Goals: 100% of all Z-95 Headhunters must be destroyed (2000 pts).

100% of all Y-wings must be destroyed (2000 pts).

Calamari Lt. cruiser Ben Het must be destroyed (5000 pts).

Cargo ferries Suoi Tre and Can Giouc must be destroyed (500 ea.).

M/CRV Long Tan must be destroyed (1000 pts).

Nebulon B2 Frigate Shemsher must be destroyed (4000 pts).

100% of E/S groups Raven and Seakyte must be destroyed (1000 ea.)

250 pts. for each T/A group that completes mission without losses.

When the battle was over, one of the robed men approached Maarek as he headed back to his guarters.

"You have done well, Stele," the man said. "Due to your efforts on the part of the Emperor, a member of the Rebel Alliance was discovered aboard the SHU *Omlaut*. This is significant."

"My I ask how so?" Maarek asked.

"You have earned the right to know. Your loyalty has been noted, and you will be invited to receive a special award tonight." Maarek felt his stomach turn over. What kind of award did the Order present? But the man was still

speaking. "In answer to your question, we have noticed that the Rebel was taken immediately to Harkov's private ready room. He has been alone with the prisoner since then."

"I don't understand. Perhaps he's interrogating the prisoner," Maarek suggested.

"This is not standard interrogation procedure," answered the man simply, then he added, "In addition, Harkov's ship has continually been plagued with supply shortages. The evidence leads us to believe that Harkov has been falsifying reports to cover his black market schemes, selling weapons to both sides of the Sepan civil war. And the presence of a Rebel leader aboard the shuttle indicates that he is making some arrangements with the Alliance as well."

Maarek hadn't really cared much for Harkov from the beginning, but he was shocked to hear such an accusation made against a senior admiral in the Imperial fleet. Speechless, he simply stared into the darkness of the man's hood where the light occasionally reflected off the man's eyes. Out of the corner of his eye, he caught a glimpse of movement behind a nearby bulkhead. He just got a quick look, but he recognized the light hair and captain's uniform. Trace!

"There's something I must tell you," he began, but the robed man held up his hand.

"Your captain has been very inquisitive. Do not worry. We will take care of him."
"I don't think he means any harm," Maarek said quickly. "I have a feeling about him."

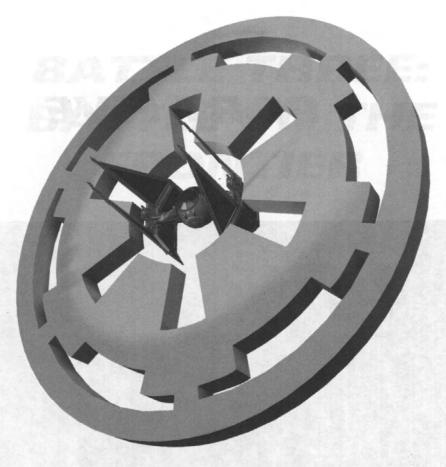
"Yes," was the answer. "We will deal with him."

And that was the last time Maarek saw Trace aboard the Protector.

Later that day, Admiral Harkov addressed the leaders of the Sepan system. He declared their war over and assured them that the Empire would not tolerate any breach of the peace. He promised that peace would bring prosperity and suggested that cooperation could bring full privileges to the worlds of Sepan. There were several among those listening whose expressions betrayed a good deal of disdain, even hatred, and although the word hypocrisy never passed anybody's lips, it was foremost in their thoughts. But nobody interrupted. At another location, far away, a very private meeting took place between a member of the Emperor's Order and another robed man, this one dressed in black, masked and of formidable stature and bearing. His breathing was audible, as if assisted by some apparatus hidden beneath his robes.

Lord Darth Vader, the Emperor's chief vassal, listened to the Order's suspicions about Harkov. He stood straight and still, and stared steadily ahead through the eyeholes of his strange mask. When he spoke, his voice was deep and eerily resonant.

"Get me the evidence," Vader told the man. "Then we will deal with Admiral Harkov."

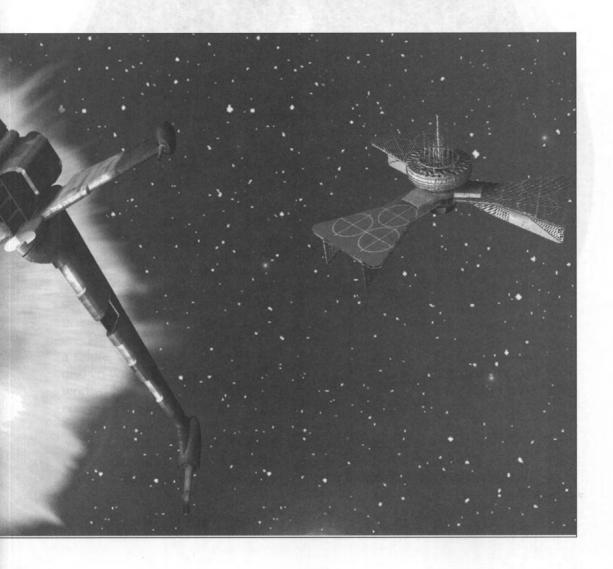


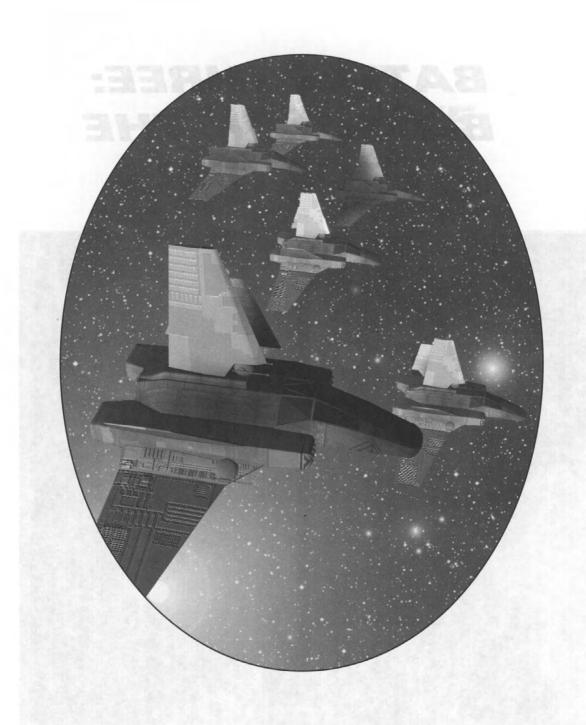
PART FIVE

PART FIVE



BATTLE THREE: BATTLE ON THE FRONTIER





PART

Battle Three: Battle on the Frontier

"The Pakuuni system is a hotbed of pirate activity." The Emperor's envoy was droning on. Thrawn thought him boring, but listened politely, his mind wandering to a particularly interesting sculpture he had recently received — reputedly from the old world of Berchest. His strange red eyes narrowed as the man before him spoke. Occasionally he would nod or grunt some reply to these assertions, but finally Thrawn could take no more of the man's incessant posturing.

"Thank you for your generous assessment of the Pakuuni situation," he said. "Please inform the Emperor that I will take the necessary steps to bring order to that area and make the trade lanes safe from illegal activities."

The envoy, to his credit, could tell when he was being dismissed. He gave a salute, turned, and walked off, but not before Thrawn noticed that familiar disdain which pure humans often worked so hard to hide from him. He had worked harder than any officer, proving himself again and again, until now he commanded a Star Destroyer. But even now his nonhuman status forced him to take on operations beneath his abilities. Someday . . .

This mission to Pakuuni was an insignificant task. But the Emperor still required more proof of Vice Admiral Thrawn's abilities and loyalty.

He would coordinate the clean up of the area first, then build a lasting Imperial presence which would ensure that the pirates would stay away. Those

who survived. The vice admiral placed his hand on the comlink button, his blue lips drawing back into a satisfied but feral-looking smile. He would even have time to work with his art collection during this operation.



Maarek was transferred again, this time to the FRG *Ludwick*. The reason for the transfer was a total mystery, but he suspected it had something to do with the Secret Order wanting to get him away from Harkov.

Aboard the *Ludwick*, he received a pleasant surprise. He had just settled into his new cabin — he was getting quite proficient now at finding his way through new starships and getting settled. He knew the layout of a frigate pretty well, and was headed for the pilot's lounge. He heard a familiar sound echoing through the hallway, and he increased his pace. It was the sound of a wild animal, and he had heard it only once before — again aboard a Frigate.

"Grommet," he called. "You maladjusted sack of gravel worms. Are you making trouble again?"

Sure enough, just ahead was his friend flanked by the inevitable duo of Alimet and Ketcher. Grommet was looking up in surprise, his body leaning one way and his face the other, clearly caught in the act. Then he smiled broadly, put his finger to his lips, and motioned for Maarek to follow.

This time, Maarek managed to get down the hallway and out of sight before the commanding officer, a Commander Buckeye, came out to investigate.

They ran back to the pilot's lounge and there sat laughing and breathing hard for a minute before Maarek asked, "What in a thousand worlds is that sound, anyway, Grommet?"

"Oh. It's just the sound of the Sand People from an obscure planet called Tatooine. I was once stationed there and happened to get lost out on the desert. I heard that sound once, and it nearly paralyzed me. I only caught a glimpse of the creatures who made it. My landspeeder was heading back to base before I realized I was in it. I tell you, it was an experience."

Maarek frowned. "That still doesn't explain why you keep howling in the hallways of various frigates."

Grommet smiled. "You ask a lot of questions, Maarek. How about we show you the sights?"

"Fine. Hey, do you know what kind of operations this ship is performing? I've just come back from an interplanetary war. It was a real mess."

Alimet spoke up. "I think we're going to go up against some pirates," he said brightly.

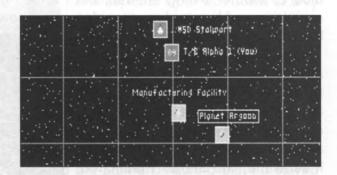
"Pirates, huh?" The thought of pirates thrilled him just as it did with almost every other kid in the galaxy. After all, who hadn't once dreamt of a life as a ruthless space pirate with all the riches, women, and adventure a man could want? But those were childhood dreams. Putting aside the visions, Maarek got back to reality in a hurry. "That should be interesting. Do you think they know what they're doing in a cockpit?"

Even Ketcher looked up at this question. But it was Grommet who answered. "That's the thing about pirates. You never know. But I figure they won't have the latest equipment. We'll take care of them."

Everyone agreed it was going to be an interesting operation. But first, they were sent to Argoon to help in the investigation of a recently abandoned manufacturing plant.

MISSION ONE: LOAD BASE EQUIPMENT





Mission Briefing

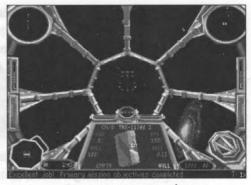
Inspect the cargo containers at the abandoned manufacturing plant near the planet Argoon. Do it quickly. A Rebel attack may be imminent. You will be in a solo TIE Bomber.

Stele's After-Action Report

I was given a solo mission assignment in TIE Bomber Alpha. I launched, starting off at 90% power and proceeding with caution. I turned my camera on, then headed over to inspect the closest container, THX 1138B 2 at just over 3 km away. I reset laser recharge to zero for maximum speed and kept my hand on the target keys to select a new one from the list as soon as I finished inspecting each container.

After inspecting both containers of 1138B, I switched to 1139B 3 and flew inspection passes through that group. Next, I went after groups THX 1137, 1140D, and 1136A. I had completed my primary objectives already, and heavy lifters were being launched to take the station parts my inspection had revealed.

Y-wing Blue 2 entered and began launching torpedoes against the

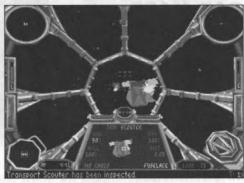


Primary mission complete!

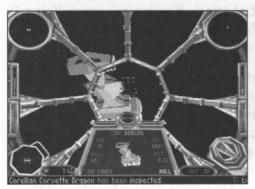
Stalwart. I switched to lasers and put my recharge rate to maximum. Came at the Y-wing and cut throttle to 2/3, raking him with cannon fire. The Stalwart launched T/F group Gamma to help out. After I had destroyed Y-W Blue 2, another Y-wing entered, but I turned my attention to the empty containers and began destroying them to remove the clutter and make the

heavy lifters' jobs easier. Y-W Blue 1 came after

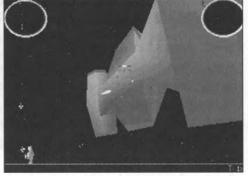
Y-W Blue 1 came after me, being attacked by the TIE fighters, so I turned and finished him off. Still another Y-wing came into the area, as well as a Rebel transport (Scouter) and a Rebel corvette (Dragon). Meanwhile, the Stalwart launched some TIE Interceptors and, shortly thereafter, some TIE Bombers, which went after the corvette. I decided to



Going after TRN Scouter.



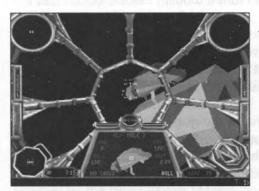
Inspecting CRV Dragon.



Raking the Dragon.

go after the corvette, too. By the time I arrived on the scene, its shields were down and I mopped it up with cannons.

Sombody destroyed TRN *Scouter*, which was a secret goal. Then CRV *Viper* appeared, and I switched to missiles to take some shots. Then I found myself under attack from SHU *Splinter*. Where did he come from? He got a good shot on me and my instruments went out. I had to turn and fire blind. I got within point-blank range and fired a couple of missiles into *Splinter*. Took him out.



Checking on the HLFs.

I had to wait for the automatic repair systems to return my targeting system. Meanhile the heavy lifters were busy boarding the containers and the Rebel Y-wings were getting hammered by the fighters and Interceptors. Viper was down to only 40% hull strength, then, a moment later he was gone.

Now I had only to wait for the heavy lifters to take their loads to the Star Destroyer. Everything was clear.

A pair of X-wings and a pair of B-wings entered the area, so I switched to dual-fire missiles and went after B-W *Blue 1*, shooting four of them. About this time, I got the message that the heavy lifters had completed their missions. I headed back toward the *Stalwart*, figuring that I'd stayed out here long enough. As I was heading back, a Rebel A-wing got on my tail, and I barely outran him to safety.

Debriefing (Win Conditions)

Primary Goals: VSD Stalwart must survive.

Inspect all of container group THX-1136A.

Inspect all of container group THX-1137D.

Inspect all of container group THX-1138B.

Inspect all of container group THX-1139D.

Inspect all of container group THX-1140D.

Secondary Goals: Heavy lifters *Mule I* through *Mule 5* must complete their missions.

There wasn't much to do aboard the *Ludwick*. For the first few days, Maarek and his friends took turns telling battle stories. They had all survived a lot of

close calls, and Alimet had even lost a ship. He recounted his rescue as if it were one of the greatest miracles of all time, and everyone agreed that he had been awfully lucky.

Grommet had received his promotion at last. He was now a lieutenant, but the new rank seemed to have done nothing to settle him down. A few days after the mission at Argoon, Grommet suggested they go down to the hangar and see if they could take any ships out. "We'll say we're on training maneuvers," he said with a grin.

Of course Maarek and the others told him it wouldn't work, but he had it in his head that they needed something to do, and flying simulators wasn't

enough.

They headed guickly to the hangar, which was close by. As the doorway to the main hangar opened, they could just see an Imperial shuttle settling down onto the landing pad. There were special guards at the entrance, blocking the way.

"State your business?" demanded one of the guards.

"What do you think?" answered Grommet, adopting a tone of studied nonchalance. "We're pilots. This is the hangar. We're on maneuvers."

The guard seemed somewhat satisfied with the answer, but he asked, "Do

you have orders to be here?"

"Of course," answered Grommet. "From Commander Buckeye," he lied. The guard eyed Grommet suspiciously. "It was the commander himself

who told us to detain anybody coming onto the hangar. There's an important visitor."

But Grommet was too far committed to back down now. "Obviously, the commander did not mean us. Now let us through so we can go on about our business."

During this whole exchange, Maarek kept wanting to interrupt, but couldn't think of anything to say. He was ready to run or to gag Grommet something, anything to avoid watching this idiotic stunt reach its inevitable, and tragic, conclusion. So, when the guard said, "All right. You may pass," he almost fell over. It had worked! Now, if the commander never found out . . .

They entered the hangar and guickly walked over to a row of TIE Bombers. The original plan had been to take some starfighters out for fun, but now the intrigue of the arriving shuttle had snared them. They hid behind the TIE Bombers and watched as a strange-looking being walked down the ramp from the shuttle, flanked by stormtroopers.

The visitor was clearly not human, but he was in the uniform of a Vice Admiral of the Imperial Navy. In his short time serving the Empire, Maarek had learned how rare it was to find any aliens in the navy, let alone at such a high rank. The man's skin was blue, and his eyes appeared to be quite red.

His hair was blue/black and looked thick and stiff. His uniform was impeccably neat, without a crease showing, and Maarek found himself wondering if this strange creature had stood the whole time he was inside the shuttle.

Standing near the newly-arrived craft was Commander Buckeye. The two saluted and stood talking for a few moments. Maarek, whose hearing was quite exceptional for a human, could make out most of what they were discussing.

". . . difficult times. A commander who does a very good job could do very

well," said the blue-skinned alien.

"Yes, Admiral Thrawn," agreed Buckeye. "There are always

opportunities."

"You will be heading for Pakuuni to help set up an Imperial presence there. Do you understand your task?" The admiral's voice was deep, underscored with the inevitable ring of authority. Maarek had rarely heard anything like it. Something about Thrawn reminded him of Mordon, though there was no obvious connection between the two.

Buckeye was recounting the tactical plan to the admiral, who was beginning to look impatiently around the hangar. For just an instant, his eyes brushed by the place where Maarek and his friends were hiding. A rush of fear enveloped Maarek in the instant those red eyes seemed to focus their intensity on him. But if Thrawn had seen them, he made no indication. He simply listened until Commander Buckeye was finished, then said, "Good. See that your troops do the job. There will be no failure in this operation. It is good to see you again, Commander. I want you to begin immediately. I will hold the *Stalwart* ready when you have need of her."

Then the admiral turned and, followed by his stormtroopers, he headed up the ramp and back into the Imperial shuttle. Commander Buckeye stepped back and gave an order. Then he left the hangar as the shuttle rose on its repulsorlifts and floated toward the hangar bay, and from there out into the vacuum.

"Looks like we're on the move again," said Grommet.

"Right," said Alimet. "I guess we should get ready for a jump."

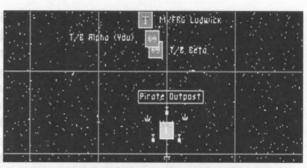
Maarek looked around at the various starfighters around the hangar. Suddenly everything looked different. There was something about Thrawn, an aura of power that Maarek still felt in his bones. He followed his friends in a daze. Everything seemed new. Even the colors aboard the Frigate were more vibrant. Something inside him had changed, though he couldn't imagine what it was.

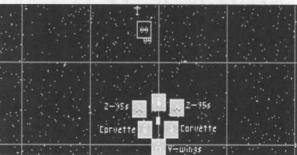
MISSION TWO: DESTROY PIRATE OUTPOST



Mission Briefing

The Empire has identified a particularly unruly area of the Outer Rim. In the Pakuuni system, pirates and smugglers have had their





way for far too long. It's time to put an end to their predations on intergalactic trade. Vice Admiral Thrawn has been instructed to clean up the area and construct an Imperial base. You will act as flight leader in a threeship group of TIE Bombers. Clean up the area and take out the pirates' armada. Destroy their corvettes, Z-95s, and Y-wings. Word has it that there may be a Rebel presence in the area, as well.

Secret Orders

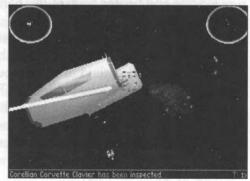
Inspect all containers before you destroy them. We may find some unexpected contents. Be prepared to protect our ships while they board

and retrieve the contents of any

cargo ships you inspect.

Stele's After-Action Report

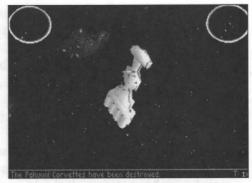
My assignment was to engage enemy corvettes, so I targeted corvette Leach and ordered my wingmen to attack it. Then I switched to torpedoes, picked corvette Clavier, and fired five torpedoes at it as soon as I got a lock. This took the shields out completely and left its hull at



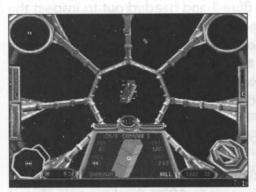
Inspecting the Clavier.

40%. I set my laser recharge up and fired a few shots at its top laser turret and the *Clavier* blew up.

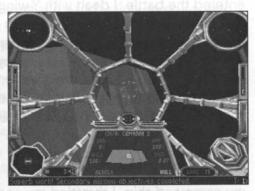
I began dogfighting Z-95s, but took the opportunity to inspect the containers in group CRM908A. One container, CRM908A-1, was carrying some fugitive Rebels, three others had Pakuunis. As soon as the Rebels were located, an Assault Transport was sent out to board and capture the container.



Last of the Pakuuni CRVs is destroyed.

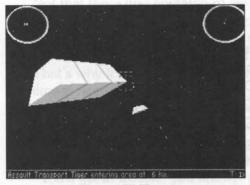


Heading in to inspect CN/A CRM908A 3.

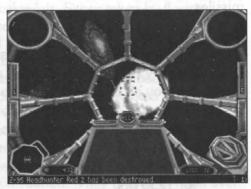


Finding the hidden Rebels.

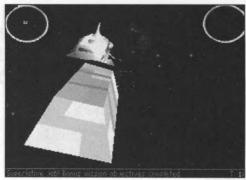
I set my lasers to full recharge and picked out a Z-95. I noticed that Z-95 Red was attacking my wingmen, so I swung around and destroyed them so my wingmen could launch their torpedoes.

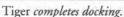


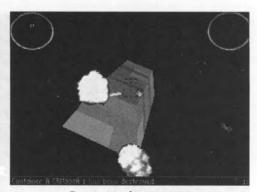
Enter ATR Tiger.



Death of a Headhunter.







Destroying the containers.

TIE Bomber group Beta got the third corvette, and then some Y-wings entered the battle. I dealt with Y-wing Blue 1 and headed out to inspect the rest of the containers As there was no longer an enemy threat, I cut my speed to one-third to more easily inspect the containers. After inspecting all the containers, it was time to destroy the ones that had no cargo. A Rebel A-wing Red had entered the area. It was 13 kilometers off so I didn't worry about it yet and proceeded to destroy all the containers except the one with the Rebels. Then, when the Tiger had finished its mission, I cleaned up by blasting the last container to bits and got the "primary mission objectives accomplished" message.

Rebel A-wing Red 1 was still 10 kilometers out. I headed back toward my command ship. I throttled my engines up to 100% (backspace key), and I hit "R" to target the A-wing again just in time to see it get wasted. The A-wing was foolish enough to fly within range of my command ship's lasers. The Ludwick toasted it!

NOTE: A-wings Gold go after the player. They are Ace pilots and carry missiles.

Debriefing (Win Conditions)

Primary Goals: The FRG Ludwick must survive.

Destroy CRVs Leach, Clavier, and Grapler.

Destroy all of container group DLC11A.

Destroy all of container group CRM908A.

Destroy all of container group CG-78.

Secondary Goals: Special container in group CRM908A must be boarded.

Bonus Goals: Assault Transport *Tiger* must complete boarding operations for 1250 pts.

Special container CRM908A must be boarded for 750 pts.

"When are you ever going to learn to keep your mouth closed?" asked Alimet grumpily, as he dragged the remains of a sentry droid into the growing pile of metal and slag on the hover platform.

Grommet was pulling apart a blasted-out control panel, with Maarek on the other end. "It's a small price to pay, I'd say," he answered calmly, grunting as he pulled.

"All the same," Maarek offered, "I think we got off easy. It could have been a lot worse."

They were down on the pirate's base, helping tear it apart in preparation for the arrival of the new Imperial base equipment. As it turned out, the guards had informed Commander Buckeye about the matter of four pilots who had sneaked into the hangar during his meeting with Thrawn, but the commander had been too busy to deal with them until after the first Pakuuni mission was over. He had little trouble identifying which pilots were involved, however, and punished them by putting them on this clean-up duty, a real slap in the face. Ordinarily, Imperial pilots would not be required to perform such menial duties, especially if they did not involve flight operations or the maintenance of their own areas of the home base.

But Maarek was right about one thing. The punishment could have been worse. Much worse. Fortunately, Commander Buckeye was a good leader and he realized that these transgressors were four of his best pilots. In the mission at Argoon, they had all performed well, and against the pirates, they had been very effective, even helping to discover some hidden Rebels among the cargo containers.

In reality, this wasn't at all a punishment. Oh, they had to work hard, but it got them off the Frigate and for pilots on extended duty aboard Imperial ships, the most difficult times were those between missions when there was almost nothing to do. As the four friends poked around amid the destruction of the pirate base, they were able to escape the inevitable post-mission boredom.

Not that there was anything of any value left. Either taken by fleeing pirates, appropriated by the initial inspection crews, or blasted to slag, all that remained of the base were fragments of the odd droid or small transport, plus various remnants of storage areas and control rooms.

That's why it was so remarkable when Ketcher, who had been working off by himself nearby, came running over, ducking under the twisted wreckage of a hatchway, to show them what he had discovered.

"What is it?" asked Grommet, reaching for the small, shiny crystal in Ketcher's large hand. But Ketcher drew his hand back.

"I don't know," he said. "But I'm keepin' it."

"You'll get in trouble, you know," said Alimet. "They told us to hand over anything unusual. That looks like something valuable."

"Right," said Ketcher. "And I'm keepin' it." Then, before anyone could stop him, he put the small crystal in his mouth and swallowed it.

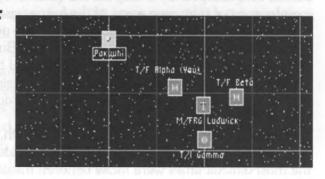
Maarek had a bad feeling about this development. "You sure you want to do that?" he asked, too late.

Ketcher normally said little. "Guess it don't matter now," was his reply. They fell silent, each lost in his own private world of thought, and returned to their labors. The discovery of a mysterious, unknown crystal represented something different to each of them. For Maarek, at any rate, this glowing gemstone represented something dangerous, with a power of its own, though he supposed to the others it simply represented something of immense value, or perhaps, an object of surpassing beauty. And then there was the thrill of keeping something back — a small moment of personal triumph over the system. But they weren't supposed to be thinking that way. Were they?

Soon after, they were called back to the ship. The convoy was about to arrive

MISSION THREE: HOLD POSITION





Mission Briefing

Now that we have driven out the pirates, we must hold this position until the convoy arrives to establish the new Imperial installation here. Within about ten to fifteen minutes, the convoy should begin to arrive. Be on the lookout for any counterattacks by pirates and/or Rebel forces. You will act as flight leader in a four-ship group of modified TIE fighters, each carrying eight concussion missiles.

Stele's After-Action Report

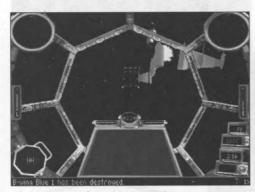
As I launched, it was a changing of shifts. As our flight group came out of the hangar, several others were going back in. I cruised at 90% thrusters, watching for any sign of intrusion. I didn't have to wait long. At 55 seconds after launch, a Rebel Frigate entered the area. I pressed "C" to turn the camera on.

It was the Rebel Frigate Huntress—a ship I had heard about somewhere. They were launching Z-95s and B-wings at the same time, and I picked the B-wings as our first targets. B-wings represented a more serious threat to our command shipthan the Headhunters.

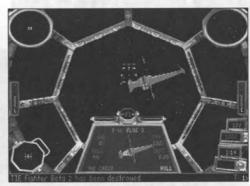


The Huntress

I switched the missiles in dual-fire mode, then targeted a B-wing — *Blue* 3. Hit it with four missiles, then immediately picked another B-wing and assigned my wingmen to attack (Shift A). I picked another one for myself, using four more missiles. The B-wings were quickly destroyed, but there were still X-wings and Z-95s to fight.



Taking out B-W Blue 1.

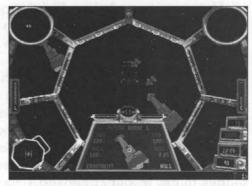


Going after B-W Blue 3.

Then a bunch of Rebel collaborators arrived in a Y-wing group called Gold. Realizing that they could be a big threat, I headed my group on an intercept course at full speed. They'd already launched torpedoes, but I attacked them, cutting my speed to 2/3rds, until I had finished them all off. More X-wings joined the party, and they also launched torpedoes. I tried to block the path of the torpedoes with my lasers, and was successful. I was able to shoot three torpedoes! Then I started dogfighting again. I kept it up until I had destroyed all of the X-wings. I noticed some heavy rockets coming in toward our command ship, and realized they must have been launched from the Z-95 group Yellow, which I had ignored in favor of the X-

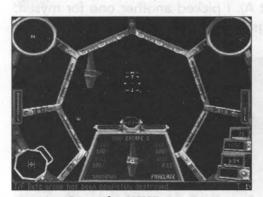
wings and Y-wings. I was able to shoot one of the rockets down, but three escaped. Suddenly the Ludwick was down to 29% hull integrity.

In came the modified corvette group *Horse* and the rest of the convoy! Our command ship wasn't looking very well, but the *Huntress* decided to hyperspace away soon after the convoy arrived. The convoy



M/CRV Horse

with the new Imperial space station came in around 9 minutes and 30 seconds, and the *Huntress* left 30 seconds later.



Going after SHU Escape 2.



Shooting SHU Escape 2.

NOTES: The main concern is to save the player's command ship.

The bonus goals can only be achieved by reducing the *Huntress'* shields to zero, causing crew members to flee in shuttle *Escape*.

Debriefing (Win Conditions)

Primary Goals: FRG Ludwick must survive.

All of cargo ferry Bakkun must arrive.

CRV group Horse must arrive.

Modular conveyor group Gorfan must arrive.

Freighter group Ravn must arrive.

VSD Stalwart must arrive.

Bonus Goals: Destroy shuttle group Escape for 3000 pts.

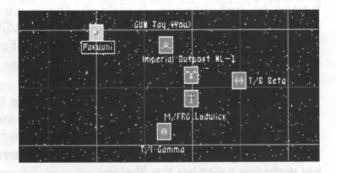
The construction of the new space station proceeded quickly, and Maarek spent much of his free time watching the heavy lifters and tugs move equipment. It was like a complex dance conducted on a very large scale. The lifters would hover over the large containers and drag out huge sections of a wall, or a crate of equipment larger than a starfighter. In the weightlessness of space, these large loads floated effortlessly.

Occasionally there was some excitement. A tug with a particularly wide load might come too close to a lifter and their loads would bump. It all seemed comical, but Maarek could see that these collisions caused great damage to the cargo. Even in space, everything had mass, and when one item hit another, and both massed several tons, the results were generally destructive.

Periodically, Maarek and the other pilots would fly combat space patrol, watching over the construction. At these times, he might have enjoyed an even better view of the construction activity, but he had to remain alert for the sudden appearance of an enemy, not to mention the possibility of a sudden collision of his own. With their hyperspace-capable starfighters, the Rebels could show up anywhere, at any time. And so it was that Maarek found himself in the middle of another battle.

MISSION FOUR: GUARD SPACE STATION NL-1





Mission Briefing

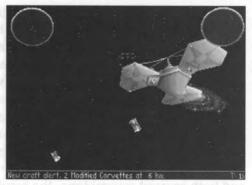
The Rebels have yet to realize that this system is now in Imperial control. They may yet attempt an attack on our new space station. You will act as flight leader in a three-ship group of Assault Gunboats. Protect the work crews and the new space station against any attack.

Secret Orders

Look for any Rebel leaders who may attempt to escape the battle as you inevitably destroy their attacking forces.

Stele's After-Action Report

I changed my weapon load from torpedoes to missiles — better for attacking starfighters and for defending myself. I was in an Assault Gunboat and there was no immediate threat, so I quickly transferred laser energy to my shields to fully charge them. I also set both lasers and shields to full charge. Well, the quiet didn't last long. A couple of A-wings jumped



Two M/CRVs reported in the area.

into the area, so I thought I'd switch to missiles and take out a few of them.

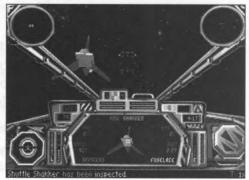
Next I switched to lasers and went after a group of Y-wings. Two modified corvettes came in — *Moor 1* and *Moor 2*. Had I taken the torpedoes instead of the missiles I think I would have gone after the corvettes first. Since my wingmen had torpedoes, I ordered them to attack the corvettes. I lowered my shield recharge to normal maintenance levels and kept my lasers at full. Also, I throttled up to full power. The action began to get intense. Suddenly there were A-wings and X-wings everywhere. I knew I needed to hold out until VSD *Stalwart* got there.

The corvettes were finished, but just before they were destroyed, a Rebel shuttle named *Shakker* popped out. I flew toward it to inspect it, and discovered it was carrying enemy officers.

The transport Saryi was launched to capture the shuttle.

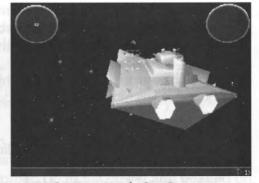
The station convoy was due to arrive at 5 minutes, 15 seconds into the mission. All I had to do is hold out until then. I fired my last missile, lowering the shields on the shuttle, and then used my ion cannons to disable it. I also told

my wingmen to ignore the Shakker, or they might have destroyed it before the Saryi could complete its mission. While I was busy doing this, a couple of transports from Del group arrived. My fellow pilots took them out with ease. Once the Shakker was captured, my mission was complete and I headed home. My success on this mission advanced me to the rank of Commander.



Inspecting SHU Shakker.





Going after transport Del 2.

Coming up on the Star Destroyer.

Debriefing (Win Conditions)

Primary Goals: Platform XQ3 NL-1 must survive.

FRG Ludwick must survive.

VSD Stalwart must arrive.

Secondary Goals: Shuttle Shakker must be captured.

Bonus Goals: Inspect SHU Shakker for 1300 pts.

"I'm sorry, Vice Admiral Thrawn. Our TIE fighters and TIE Interceptors are all being repaired and refurbished just now. Can you not delay your inspection?" The speaker, a small adjutant to the *Ludwick*, was practically begging. But Thrawn was impatient. It was time to oversee this new station, to be sure it would serve the Emperor. Some people could trust the opinions of others, but Thrawn was not one of them.

"I will inspect the station today. Please inform Commander Buckeye that I will be arriving in three hours."

Back on the *Ludwick*, the commander was conducting a briefing regarding Thrawn's visit. "We only have TIE Bombers to act as a defensive shield. Security is very tight, but in the event of a sneak attack, we will not have the luxury of speed on our side. The defense of the admiral will depend almost exclusively on TIE Bombers. We will have an ample supply of missiles, however, and you will have an opportunity to reload.

"This is critical. There will be no failure."

The commander referred to a holo display readout. "We have also equipped some TIE Bombers with special advanced concussion missiles. These missiles are stronger, faster, and more accurate than conventional models. See that you use them wisely."

On the way from the briefing to the hangar, Grommet was going on about the new advanced missiles.

"I can't wait to send one of these missiles up the throat of some Rebel X-wing. I'll bet they make one dandy fireball."

Maarek laughed. "Let's just hope they don't have anything like 'em to shoot back at us," he said.

"Don't be warped," Grommet told him. "Can't you let a guy have some fun?"

"Sure," answered Maarek. "I just don't like the idea of Rebels with missiles."

"Who does?" Grommet asked.

"Rebels, I suppose," interjected Alimet.

That made them laugh.

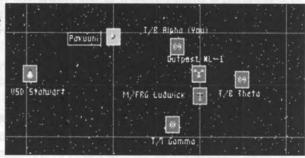
"Hey Ketcher," Grommet suddenly asked. "What ever happened to that crystal?" Ketcher stopped, smiled, and opened his tunic. Underneath it was the red crystal, glowing against his white chest. It was hung on a small wire. Quickly Ketcher closed his shirt, once again hiding the crystal.

"So . . ." began Grommet. He looked thoughtful for a moment. He seemed about to speak, but then shook his head. "Looks good," was all he said, then he turned to continue down the passage leading to the hangar.

Before reaching the hangar, Maarek left his friends, seeking out the Secret Order representative. He received his usual instructions; then he hurried to catch up with the other pilots and launch the mission.

Mission Five: Thrawn Inspects NL-1





Mission Briefing

Vice Admiral Thrawn has decided to inspect the new facility at NL-1. He will take a transport from the *Stalwart* to the station, inspect it, and return. You will fly with one wingman in a TIE Bomber equipped with 16 advanced concussion missiles. Resupply will be available should you need it. You must protect the vice admiral at all costs. Remember, you will be responsible for his safety during the entire time he is away from the *Stalwart*.

Stele's After-Action Report

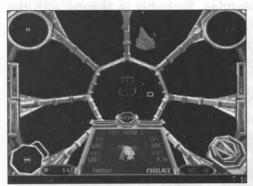
I found myself hoping there was some action. I was in a TIE Bomber, which, despite its lack of speed, was a little more durable than the T/F or the T/I. Also, I had a double load of 16 missiles — advanced missiles which were faster and more powerful than the ordinary type. Moreover, there was a ship called *Resupply* whose purpose matched its name. Let them try to break up this inspection. I felt ready.

The Star Destroyer *Stalwart* with Thrawn entered within the first 45 seconds of my patrol. Almost immediately, his transport left the hangar bay and I received orders to escort it. I throttled up to full power and headed on an intercept course toward Vice Admiral Thrawn's ship, TRN *Sigma 2*. I checked and confirmed that *Sigma 1* had his staff onboard. I put the two transports into memory locations F5 and F6.

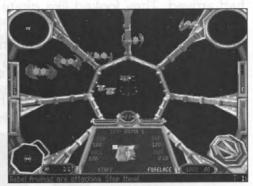
It was just about that time that Rebel craft appeared. The Rebels had jumped in about 8 kilometers away. My orders were to stay with Thrawn, so I flew at 2/3 throttle, kept my wingmen in close, and decided to target the closest A-wing. When it was within 2-1/2 kilometers I told my wingmen to attack it. The A-wings were soon all around us. The transports were close enough to the platform for me to break off escort.

I attempted to fire at an A-wing going by. He was fast, and I accidentally hit my wingmen. I noted to myself that I must be a little less trigger happy, but he shouldn't have jumped in front of me and tried to get my target. Then I tried some of the new missiles. I switched missiles to dual mode, got a lock on an A-wing, and fired. I had my lasers adjusted to medium for fast speed, which also added speed to the missile launch.

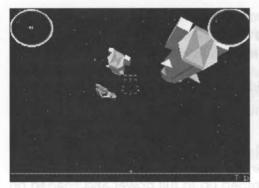
In the heat of the battle I forgot I had wingmen out there. It's a good idea to tell them what to do once in a while. So I targeted X-wing Red 2

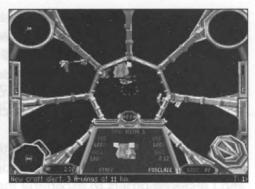






TIE Bomber escort!





Escorting the TRNs.

Incoming A-wings!

using the "R" key, and told my wingmen to attack it. I proceeded to go after A-wing Red 1. I used a couple of missiles on it and destroyed it quickly. I proceeded to go and help my wingmen with Red 2, but they destroyed it before I was able to get close.

There was one A-wing left in the area. Red 3. He was way out there. I decided to use a missile. One missile should be enough as he already had taken some damage.

Three more A-wings appeared. I pressed the "R" key to target the nearest enemy craft and assigned it to my wingmen, and I went after another one. I still had some missiles left. I decided to use them on my target, then I went after a couple of X-wings. I let my wingmen have a shot at some of them since they kept getting in my way.

Apparently the vice admiral decided to head back in TRN *Omega*. The area was clear of enemy forces, so I immediately headed back to escort the *Omega*, even before I received orders confirming that decision. I went at full speed just to make it there, and noticed that some unidentified shuttles had arrived. They looked like pirate shuttles. Probably in league with the Rebels. I headed out toward them. I still had a couple of missiles left. I told my wingmen to attack and I started my run. We had to intercept. I switched to missiles and hit a shuttle with two of them, finishing him off with a quick laser cannon attack.

Soon, Vice Admiral Thrawn was home safe, and I realized I could head home too, but I wanted to stay out there. There were a few more shuttles to get. I just had to remember never to attack them head on. My wingmen were after the last shuttle, but I told them to ignore it and went after it myself. I wanted that last kill and I got it. After that, there seemed to be no enemies left, and I headed home. I still had missiles left.

NOTE: Use advanced missiles on A-wings only and note your craft's speed when you launch them. Your craft's speed is added to the missile speed. No enemy actually attack Thrawn, so you don't have to worry about it.

Debriefing (Win Conditions)

Primary Goals: Platform XQ3 NL-1 must survive.

FRG Ludwick must survive.

TRN Sigma (with Thrawn) must complete mission)

TRN Omega must complete mission.

Bonus Goals: Destroy all of SHU Gamer for 700 pts.

Destroy all of SHU Bliss for 300 pts.

Destroy all of SHU Noway for 600 pts.

After Thrawn had approved the construction effort, activities aboard the *Ludwick* slowed down. Now it was time to wait for relief forces, and there was little to do. One day, the big excitement was the delivery of the new SPCs, special high-speed system patrol craft designed to watch for enemy incursions and other significant events. They were ungainly looking craft, fat and seemingly festooned at random with antennae and other less familiar devices.

Maarek watched as the SPCs flew out on their first mission. At 150 meters, they were quite noticeable and hardly seemed designed for high-speed maneuvering. Maarek knew they carried a standard crew of four with room for nearly a hundred stormtroopers. If needed, they could be used as an emergency troop transport. They were well shielded, and might even be useful in assault-type situations.

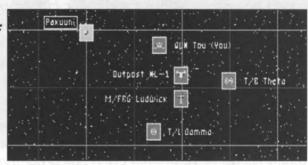
Grommet and Alimet joined Maarek at the observation deck between shifts to watch the activity around the station. Ketcher seemed to keep more and more to himself.

The VSD Stalwart stayed nearby during these final phases of the outpost's construction, and there was little danger. Soon, however, word came down that the Stalwart was going to leave to escort the relief forces. During that time, the outpost would be far more vulnerable, and the pilots began taking more frequent shifts in the cockpit.



MISSION SIX: WAIT FOR RELIEF FORCES





Mission Briefing

Construction of the outpost at NL-1 is complete. Relief forces will be arriving shortly, escorted by the *Stalwart*. During the *Stalwart*'s absence, you will fly combat space patrol and guard against any attacks on the outpost or the new SPCs. You will fly as flight leader in a two-ship group of Assault Gunboats. Your craft will be equipped with 12 proton torpedoes. Be on the lookout for Rebel-controlled Assault Transports and captured Stormtrooper transports.

Secret Orders

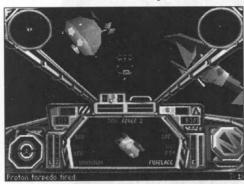
Look for any Rebel leaders who may be aboard the transports.

Stele's After-Action Report

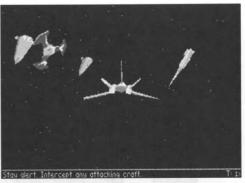
As I began the mission, I followed my standard mission start procedures, maximizing laser and shield recharge rates and transferring laser energy to shields until they were fully charged. I also targetted the platform and placed it in memory location F5. The two patrol craft I put in F6 and F7. About 45 seconds into the mission, a pair of Rebel Assault Transports entered the area, and it was showtime. I switched to dual-fire proton torpedoes, put my shield recharge to zero and cranked the throttle to full. I headed out to intercept the ATRs. FRG Ludwick had already engaged them.

As I headed toward the ATRs, some B-wings jumped in. I flew in to point-blank range and let the first of the ATRs have a dual torpedo blast, then I turned and corkscrewed away. A Rebel shuttle named *Electra* entered the area, and I targeted it with the U key and noticed it was only a little more than 2 km away. I flew on an intercept course and inspected the craft. It contained Rebel advisors. I locked speed with it and disabled the shuttle with ion cannons.

Meanwhile, the platform was still under attack by the B-wings. Checking the patrol craft, I found that Ranger 1 was OK, but Ranger 2 was being attacked by transport group Rover. I reset shield recharge to zero to close quickly and switched back to dual torpedoes. I had an X-wing or an A-wing on my tail, but my shields were charged up, so I ignored him. It took a missile hit, but my shields held.



Targeting TRN Rover 2.



Watching over the SPCs.

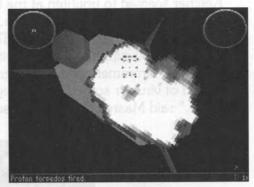


The Ludwick is under attack.

I rebalanced my shields to the rear to protect me from further attacks, then I fired my first torpedoes at *Rover 1*. I had to transfer cannon energy to my shields and rebalance them. Then I fired torpedoes at *Rover 2*, following that attack with an attack on *Rover 3*. Once all the transports were destroyed, I checked the condition of the patrol craft and the platform, then turned to take

care of the A-wing that had been dogging me. I put my shields down to zero recharge and lasers on dual fire. Another Rebel starfighter attached itself to me, and I noticed that the B-wings had gotten the shields down on the platform. I hoped the *Stalwart* would return soon.

I discovered that one of the ATRs was still alive, but not for long. The platform got it. I kept after the A-



Shooting the ATR.

wings, taking out A-wing Gold 1. Then I went after X-wing Red 2. I turned up my shield recharge rate to match speeds with the X-wing and get my shields in shape at the same time. Finally, the Stalwart jumped in and my primary goals were complete.

Meanwhile, A-wing *Blue 1* tried a suicide attack on the M/FRG *Ludwick*. I ramped up to a speed configuration and went after him to get the credit. Then I took on some more A-wings. Finally, I returned to the *Ludwick* for debriefing.

Debriefing (Win Conditions)

Primary Goals: Platform XQ3 NL-1 must survive.

Patrol Craft Ranger 1 must survive.

Patrol Craft Ranger 2 must survive.

VSD Stalwart must arrive.

Secondary Goals: SHU Electra must be captured.

Bonus Goals: TRN Shark must finish docking operations for 2600 pts.

Inspect SHU Electra for 300 pts.

They had seen little of Ketcher in the days past, and Maarek suggested looking in on him. He hadn't been on the active duty list during the last mission, and so hadn't flown.

When they found Ketcher in his quarters, he looked sleepy. Not that he was the energetic type normally, but he appeared listless and barely acknowledged their presence.

"Hey, Ketcher. You all right?" asked Grommet cheerfully.

The tall man looked directly at them, but it was as if he didn't see them.
"I'm fine," he said in a distant voice. "What are you doing here?"

Alimet spoke up. "We just came to see if you'd like to play some sabacc or maybe come have a drink?"

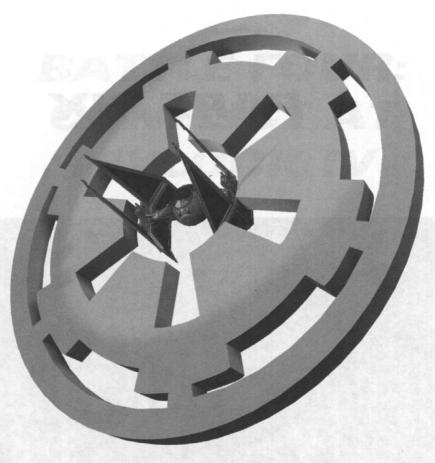
Ketcher seemed to brighten at the thought of sabacc. He was a nasty player whose bluffs were impenetrable. "Maybe later," he said after a moment. "I'm feeling a little tired," he added. "Think I'll rest a while."

"What do you suppose is wrong with him?" asked Alimet.

For once, Grommet had no answers. Maarek suggested, "Maybe he has some kind of virus or something." They both looked at him blankly.

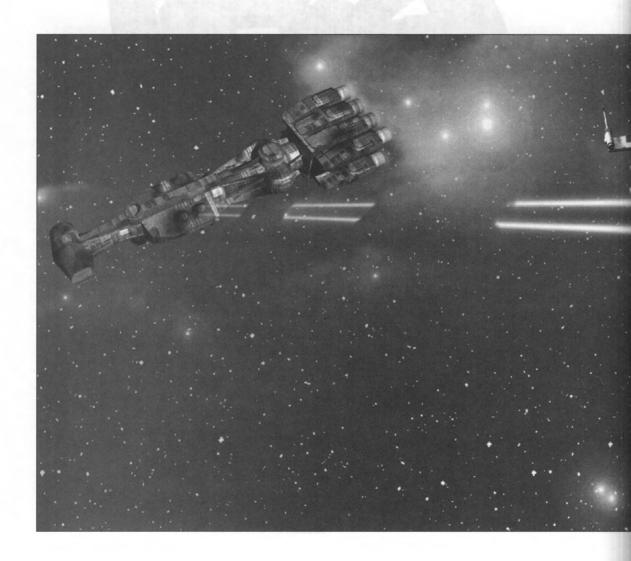
"Well," said Maarek defensively, "something's sure the matter with him."



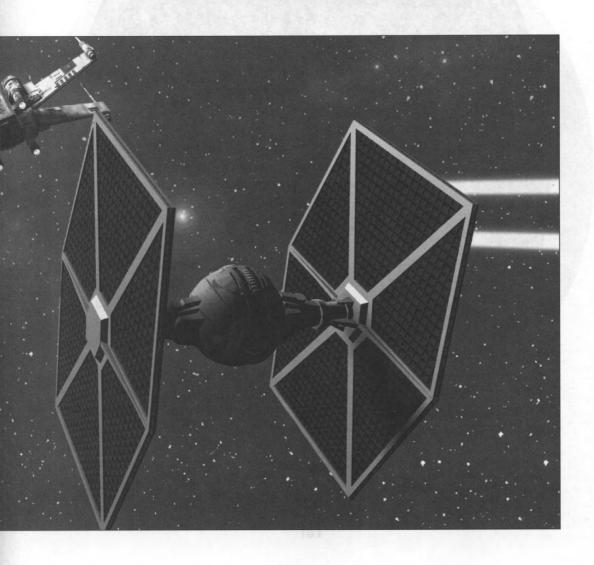


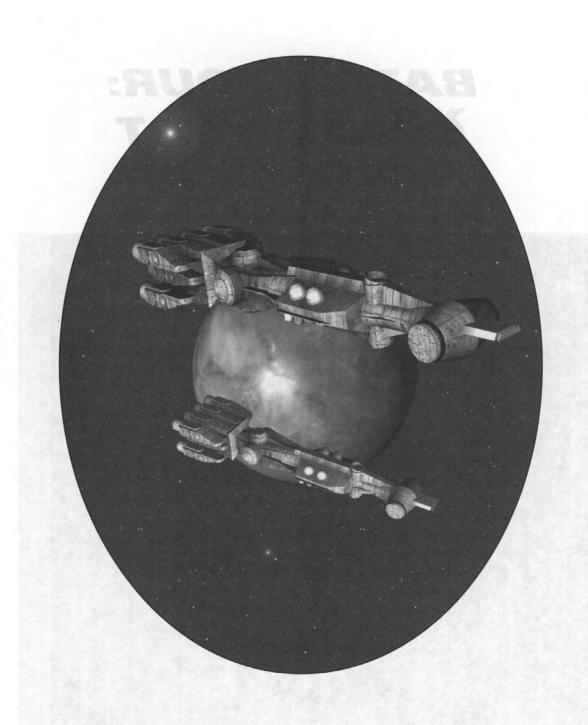
PART SIX

PART SIX



BATTLE FOUR: CONFLICT AT MYLOCK IV





PART

Battle Four: Conflict at Mylok IV

As it turned out, Maarek received transfer orders again. This time he was moved to the FRG *Shamus*, under the command of Admiral Zaarin. He didn't have a chance to say good-bye to Ketcher, though he did take his leave once again of Grommet and Alimet. "Take care of Ketcher," he had said as he left, and they assured him they would.

He was about to leave when Alimet asked, "How come you're always being transferred, Maarek? You move around more than any of us."

"Don't know," answered Maarek, but privately he suspected he did know. It was almost certainly the Order that was behind his frequent moves. Starting with Mordon, Maarek knew he had been a pawn in a larger game. They moved him at their whim, so he could do the work they could not do. How many others were there like him, basically doing the Emperor's little jobs, but not knowing a thing about why they were necessary, or what the information they uncovered might mean?

In the end, what he thought didn't matter. He was, for some inexplicable reason, what he was. A tool. And wasn't that what he signed up for when he joined the Imperial Navy? He supposed he should feel especially privileged to perform these extra tasks, never mind how many times the process involved had nearly gotten him killed.

Maarek thought about the Order, the Emperor, Harkov, Trace, and a lot of other subjects on the transport that took him to his new assignment, the FRG *Shamus*.

As usual, he slid silently and easily into the framework of yet another ship, and within hours, he was ready for active duty once again.

He recognized a few of the pilots aboard the *Shamus*. None were friends, but they were familiar enough and they also recognized him; there was no mistaking the buzz of sudden conversation which began when he entered the mess. Nobody greeted him, and he collected some food — not bad by Frigate standards — and went to sit at an empty table. He wasn't feeling sociable, anyway.

Yes, Maarek had begun to gain a reputation — among the other pilots, at least. He suspected that his strange behavior on missions, those actions that often got him in trouble with his superiors, also bothered the other pilots. Add to that the fact that he was rarely punished for his apparent lack of discipline, and he must have seemed doubly strange. He suspected that the Order somehow prevented him from taking the heat when he broke formation or went off seemingly on a mission of his own design.

Of course, he had frequently turned up important information or ID'd the odd Rebel-carrying ship. That was a part of his reputation as well. His promotions had come faster than most. He had to accept that. But more and more when his friends were not around, the other pilots had begun to leave him alone.

He was more than a little surprised, then, when Xeal first approached him. "You're Stele, aren't you?" the pilot had asked.

"Yes," Maarek had answered, automatically studying the man who stood before him. He was quite young, his face unseamed by the rigors of space combat. You could see it in the eyes. After a dozen missions or so, a pilot gained a certain look in the eyes. Other pilots could see it. Of course, thousands of new pilots never got that look — they didn't live long enough. Despite his youth and apparent lack of experience, the young man seemed quite self-possessed. He had an air about him, something Maarek, mulling over in his mind later, identified as quiet arrogance.

The young pilot endured Maarek's quick appraisal, then asked, "May I sit down?"

"Certainly," Maarek answered, motioning toward a chair. "What's your name, cadet?" he asked.

Without taking his eyes off Maarek, he sat and told him, "I'm Xeal."

"It's good to meet you, Xeal," answered Maarek. "What can I do for you?"

"I want you to teach me how to survive." The eyes never wayered. The

"I want you to teach me how to survive." The eyes never wavered. The young man was completely serious.

To Maarek's credit, he resisted the temptation to laugh — his initial impulse. He had never been asked to teach anyone. It seemed absurd. But then, looking at this earnest young pilot, he realized that the man's life expectancy was depressingly low. Most pilots died in their first real combat. The odds were never very good, but they got better the longer you survived. Veteran pilots, which Maarek had to admit he was now, developed an instinct for survival in the heat of battle. Some of it was knowing how to control your starfighter and how to gain an advantage or watch your back. Some of it was simply the knowledge of when to fight and when to back off. For instance, most pilots had to learn not to try a head-on pass against an enemy starfighter in an unshielded craft; those that tried it often didn't live to learn the lesson.

Moreover, Maarek knew that his own survival odds had increased dramatically under the tutelage of Admiral Mordon, whose experiences had helped fill in the gaps in Maarek's own training. Perhaps this hopeful young man's request was less absurd than he had at first thought. But then, he, Maarek, was hardly a Mordon.

Xeal sat patiently, watching Maarek consider his request. When Maarek finally responded, "I'll be happy to tell you what I know, but it's precious little," a broad smile lit up Xeal's face, and he beamed. "Thank you. You have no idea how happy that makes me," he said.

Just then, Maarek saw through the quiet confidence Xeal exuded and realized that this young man was scared to death.



Admiral Zaarin was checking the convoy schedule. "You're sure you've double checked the security," he asked.

Major Crundha nodded. "Everything has been checked and rechecked, sir."

"You know, Crundha, this technology is going to be a big asset for the Empire. The Emperor will surely reward those who bring it to him."

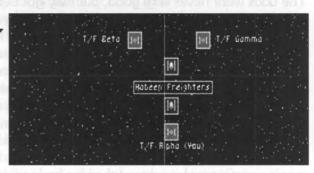
The major nodded again, knowingly. "Yes, sir. I understand. But what will we do about the Nharwaak? They are balking."

Zaarin picked up a small ceremonial knife from his desk and held it before his face, staring at its sharp tip. Crundha stiffened noticeably. "We will deal with the Nharwaak, Crundha. Just as we will deal with all our enemies." The admiral put the knife down slowly and stood. "It's time to go. We have work to do."

As Zaarin walked toward the door to the bridge, Crundha wiped his brow with the back of his hand, sighed, and followed his master.

MISSION ONE: ESCORT CONVOY





Mission Briefing

The Habeen convoy contains test hyperdrives for the new TIE Advanced starfighter. Your mission is to see to it that the convoy reaches its destination aboard the FRG Shamus. The Habeen's allies, the Nharwaak, have apparently disagreed with the decision to deliver this technology to the Empire. Therefore, it is possible you will meet with resistance from the Nharwaak. Don't let them interfere with the convoy. You will act as wingman in a three-ship group of TIE fighters.

Secret Orders

Inspect all cargo containers to be sure their contents match the cargo declared on the manifests.

Stele's After-Action Report

At least they installed missiles on my TIE fighter. You always get to fly T/Fs when you get reassigned to a new ship. Anyway, this mission looked simple. We were just going to escort some cargo ferries into the area. I started out at 50% throttle, but throttled up and flew an inspection pass by the cargo ferries. Then, suddenly, three Y-wings jumped in on one side. Seconds later, three more had entered on the other side! I targeted them to find the closest Y-wing and ordered my wingmen in to attack. I increased my throttle to 100% and targeted the next Y-wing, Red 3. He was coming in and I went after him. I decided to use my lasers and save my missiles, so I powered up the laser recharge rate to full, knowing how slow Y-wings were. We quickly cleared out all the nearby Y-wings.

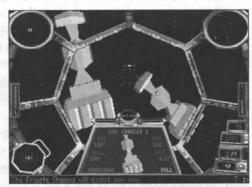


Inspecting container Verack 2.

The Corvette Charger 1 entered the area, flying across my path. I used a couple of my missiles on a distant Y-wing from group Yellow. These Y-wing pilots seemed to be more aggressive, probably much better trained, and more heavily armed than usual. I definitely decided to use my missiles on them. I took my wingmen after Yellow group.

I noticed that the two corvettes from Charger group were going after the convoy, so I decided to "pull their teeth" a little. First, I targeted their turrets (pressing the "," key) and fired one missile at each, four missiles in all from very close. I also inspected them at the same time. I fired the missiles at them from the side.

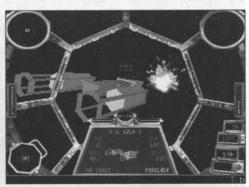
Some more Y-wings from Striker group arrived. They had already launched torpedoes, so I had to scramble and try to intercept. I was successful, shooting down three out of the four torpedoes with my lasers. I sent my wingmen to attack the Y-wings and joined them in the battle. We took out groups Yellow and Striker. When Y-wing group Scarlet arrived, we went after them, as well.



Approaching Charger 2.



Y-wing Gold 2 is ready to go.



Blasting Y-wing Gold 3.

NOTE: Flight Group Scarlet has no torpedoes, which made them less dangerous to the convoy. Meanwhile, a couple of the cargo ferries had unloaded their cargo, though some of them had taken a lot of damage. But my mission was complete. It was time to go home.

Debriefing (Win Conditions)

Primary Goals: Inspect 50% of cargo ferry groups Verack and Stimner. FRG *Shamus* must survive.

Secondary Goals: Inspect 100% of cargo ferry groups Verack and Stimner. Bonus Goals: Inspect CRVs Charger 1 and Charger 2 for 450 pts each.

"Why do we hate the Rebellion?" Xeal asked as he and Maarek headed for the simulators. Maarek had agreed to work with Xeal, to share his experiences and flight tactics. Truth to tell, Maarek was flattered by the young man's interest. But this question about the Rebellion was completely unexpected.

"They're criminals," Maarek answered a little angrily. "They're trying to disrupt the peace and order of the Empire. Little better than pirates."

"I don't know. I mean, before I joined up, I heard a lot of talk."

"We all heard that talk," Maarek argued. "But that's all it is. I've seen what the Empire stands for. We bring peace to warring worlds. We bring order and prosperity for everyone."

"Some people say we bring tyranny."

Maarek stopped dead in his tracks. "Quiet!," he ordered. "Are you trying to get yourself tossed in the brig . . . or worse?"

Xeal lowered his eyes. "I — It's just that I wonder about whether I really hate them."

"You'll hate them well enough when they start shooting at you," Maarek said, putting both hands on Xeal's shoulders and making him look up. "To the Rebels, you're just a machine to be dismantled. They'd just as soon blast your TIE fighter with their laser cannons as have a good meal. Take it from me, the Rebels are a bloodthirsty lot. It's you or them."

"I guess you're right," said Xeal. "But I sometimes wonder."

That night when he was alone, and not for the first time, Maarek thought about the Rebellion, and he, too, wondered.



Zaarin stood on his private observation deck, Crundha, as always, by his side. He stood staring at the bright stars, momentarily allowing himself to dream, to

encompass them within his grasp. Nearby, the small gray planet Mylok IV appeared as if suspended over the backdrop of stars. The three Habeen civilians stood, shifting uncomfortably. Zaarin knew they were there, but he chose to ignore them for the moment and savor his own private thoughts.

Finally, the admiral turned and faced his visitors. He offered an inquisitive look, but said nothing. The leader took Zaarin's look as an invitation to speak,

and began, "Admiral, we have . . . "

At about the same time, Zaarin asked, "Now what is it that's so urgent?" The Habeen leader stopped talking instantly, embarrassed. It was a subtle thing, but he had just been forced to accept his inferior position, and, from the controlled expression on his face, he knew it. Zaarin smiled and said, "Hmm?"

The Habeen drew in a deep breath, visibly controlling himself. "I'm sorry, Admiral. We came to tell you that we are worried about the Nharwaak. They have been threatening to . . ." The man hesitated.

"Threatening to what?" asked Zaarin, his voice honeyed.

"Sir. Admiral. It's none of our doing. But they've said they'll sell this technology to the Rebel Alliance if we proceed with our deal with the Empire."

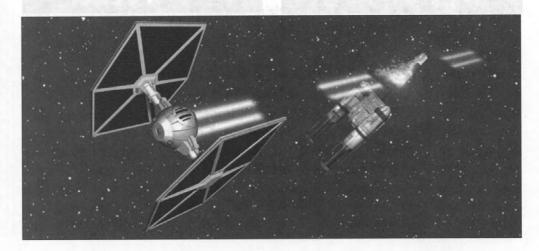
Zaarin looked angry. "They're your partners. You developed this hyperspace drive with them, did you not?"

"Yes, we did, sir. But that doesn't mean . . ."

"Nonsense. You will make sure these Nharwaak understand their place. If they do anything that even looks like collaboration with the enemy, I will crush them." Zaarin made a fist and held it up. "Is that understood?"

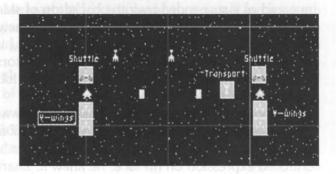
"It is understood," the Habeen answered.

When they had left, Zaarin turned to Crundha. "Major, I think it's time to take care of the Nharwaak. Let's get down to business."



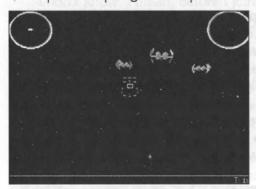
Mission Two: Attack the Nharwaak



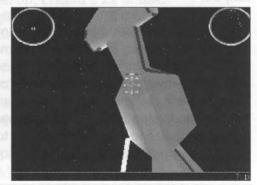


Mission Briefing

The Nharwaak are threatening to sell their jointly developed hyperdrive engines to the Rebellion. Imperial intelligence has located one of their main bases to eliminate this technology. You will fly as a wingman in a three-ship group of TIE Bombers. Eliminate the CRVs guarding the base and destroy all ships attempting to escape.



Startng out.



Strafing the Shotgun.

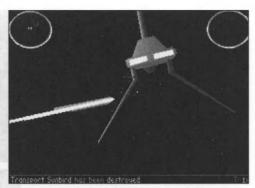
Stele's After-Action Report

This was an attack mission, which I always found easier than escort missions. My TIE Bomber was armed with six torpedoes. My priority objective was to stop the two corvettes, *Petor* and *Shotgun*, from escaping.

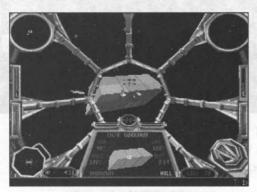
I set the throttle to full and checked the CMD for the first corvette. I ordered my wingmen to attack the *Petor* while I launched two of my torpedoes at him. Almost immediately, a Y-wing, *Blue 4*, entered. I went head-to-head with him, veering off at the last moment before his lasers could hit me. Then I fell in behind and finished him off. My next target was SHU *Pamir 2*. My wingmen were doing a good job, so I kept my attention



Y-wing in trouble!



Taking out the TRN Sunbird.



Taking out the containers.

on other threats as they appeared. I kept ordering my wingmen to attack the corvettes, and when I could, I flew in and fired too, to draw off fire. My wingmen finished of the *Petor* and then went after the *Shotgun*. I fired my remaining torpedoes to help finish off that craft as well.

Y-wing Red 1 was carrying missiles, and I took him out as soon as I noticed him. As quickly as we could, we destroyed all the

containers as well as the TRN *Sunbird*, which was firing on the M/FRG *Shamus*. Before I knew it, we had wiped out the entire base.

NOTE: An alternative method would be to fire a few torpedoes at the gun turrets of each CRV first, then finish them off with lasers when they can't shoot back.

Debriefing (Win Conditions)

Primary Goals: Destroy containers Junker, Hume, Workshop, and Repo.

Destroy CRVs Petor and Shotgun.

Destroy TRN Sunbird.

Destroy SHUs Pamir 1 and Pamir 2.

M/FRG Shamus must survive.

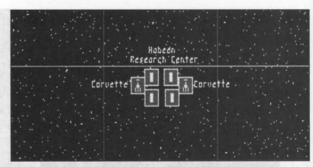
The Nharwaak reprisals were almost immediate. Maarek was sitting in the ready room with Xeal when the call came in. They were to scramble immediately. The Habeen research facility was under attack!

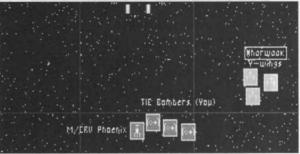
MISSION THREE: DEFEND TECH CENTER



Mission Briefing

The Nharwaak have become more aggressive in their attempt to stop the Habeen from dealing with the Empire. They have attacked the

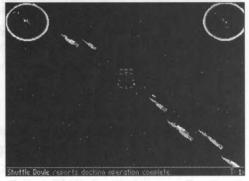




Habeen's research facility with Y-wing fighters. If we do not intervene, the research facility will be destroyed. You will act as flight leader in a three-ship group of TIE Bombers. You must stop the Y-wings from destroying the research facility.

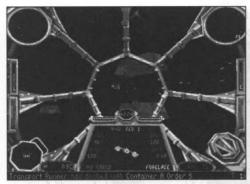
Stele's After-Action Report

Y-wings were already launching their torpedoes as I entered the battle area. There was no way to stop the first wave of torpedoes. When the second wave of torpedoes were being launched, I pressed F9 once and fired in front of them, destroying two torpedeos, then I picked out a Y-wing and told my wingmen to attack. Next I switched to missiles, and fired two missiles at another. I throttled down to 2/3 and switched

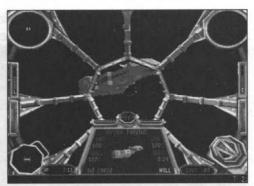


Attack of the Y-wings.

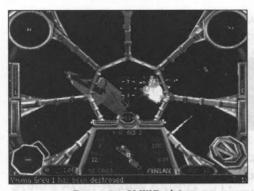
to lasers. There were Y-wings everywhere. We were all scrambling to get our kills. I fired four missiles at one Y-wing, switched to lasers again and went after another.



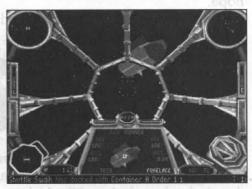
Targeting Y-W Red 1.



Guarding the CRV Phoenix.



Destroying Y-W Red 2.



Guarding TRN Runner

The Y-wings were sticking to their torpedo runs and ignoring us. Targets everywhere. Destroy one, target another, destroy it. My biggest fear was running into somebody.

More Y-wings entered from a distance, and I fired some missiles at them as they approached, completing the destruction with lasers up close. The last craft that needed to finish docking was the transport *Runner* who retrieved the Tech. That's when I received the message "mission objectives accomplished."

NOTE: In this mission, I knew it was important to destroy the Y-wings as soon as possible, and not try to save missiles.

Debriefing (Win Conditions)

Primary Goals: Destroy 75% of the attacking Y-wings.

CRV Phoenix must survive.

TRN Runner must complete docking operations.

Shuttles Doyle and Sgidek must complete docking operations.

It wasn't until after the mission that Maarek learned of the loss of Xeal's ship. Nobody could tell him if Xeal was alive or not. He was told to mind his own business; even when he went to Medical, nobody would tell him anything. Eventually, he checked the casualty list. It was generally posted on the shipboard net, and some pilots checked it after each battle to see who hadn't made it. Maarek had never felt compelled to check the list before. It had been hard enough to see the empty seats in the mess or to realize that the pilots sitting in those seats were different from the ones who had sat there the previous day — new transfers to replace the dead.

But Maarek did check the logs and found no mention of Xeal among the known casualties. That didn't guarantee that he'd been rescued, but offered hope.

Still, he slept poorly that night and was anxious throughout the next few days.



Admiral Zaarin wrote out the orders. There would be a formal rendezvous in the vicinity of Mylok IV. There, he and the Habeen leaders would formalize their technology deal, and the Habeen would be granted full Imperial citizenship.

"Give this to the envoy," Zaarin told Crundha. "We'll meet tomorrow."

"Sir?" asked Major Crundha.

"What? Is there something wrong?"

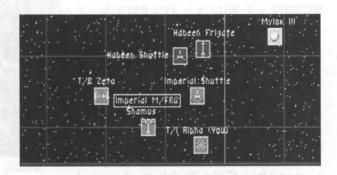
Crundha shrugged. "Is it really necessary to expose yourself that way?" Zaarin laughed. "You are too timid, Crundha. That's why you need me. Without me, you'd never amount to much of anything." The admiral got a faraway look. "You have to take chances, my cautious friend. Besides, gestures are important. One must keep up the appearances. Distract them from our true goals. Eh, Crundha?"

"As you wish, sir," the major answered, taking the orders and leaving the room.

After he had gone, Zaarin closed his eyes and made plans for the new technology that would soon be his.

MISSION FOUR: DIPLOMATIC MEETING





Mission Briefing

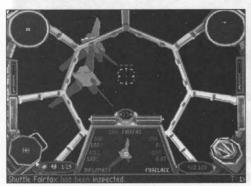
Admiral Zaarin has arranged a meeting with the Habeen leaders to finalize negotiations for delivery of the completed hyperdrive engines. You will act as flight leader in a three-ship group of TIE Interceptors. Provide protection for the shuttles carrying the leaders to the rendezvous.

Secret Orders

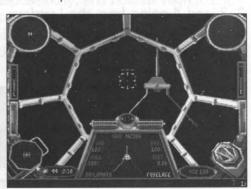
The Emperor wishes you to inspect each of the Habeen transports to be sure their contents match our expectations.

Stele's After-Action Report

This was another escort defense mission. All was quiet at the start. I went out at full throttle and kept my speed up. When the SHU Fairfax entered the area, I placed it in memory location F5. The SHU Nexus followed almost immediately and I saved it in F6. I also saved the Shamus in memory, and hoped to keep tabs on the Lendova since I had no more memory slots to save it into. Somehow, I had to be sure the shuttles could complete their missions.



SHU Fairfax



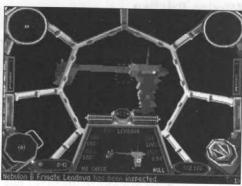
SHU Nexus

At 1:15 of the mission, some enemy Y-wings appeared. I immediately pressed the "R" key and assigned my wingmen to attack Gold 1. Then I pressed the "T" key and went after Gold 2 myself, switching to dual missiles. I knew it would takes four missiles to destroy a Y-wing. As soon as I got a red lock, I launched two, then two more. Then I went after Gold 3 with my lasers. I increased my laser recharge rate, took on Gold 3, then went after more arrivals — Y-wing groups Yellow and Red.

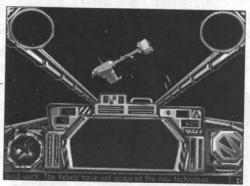
I told my wingmen to attack the corvette *Phazer 1*. I got close to the top side of corvette *Phazer 1* and blew his top gun turret off. Then I did the same to *Phazer 2*. I followed that with a pass on the bottom gun turrets, using missiles from far below. Then as the CRVs passed by the FRG *Lendova*, the *Lendova* opened up on them, wasting *Panzer 1*.

I went back after Y-wings. Then I noticed transports named Ferry 1, 2, 3, and 4 going from the Lendova to the Shamus. I inspected them to find hyper-technology and expert technicians. There were a couple of Z-95s in the distance. I fired a missile at each. That's all it took. Mission complete.





Inspecting the Lendova.



Mission complete.

NOTE: If a corvette is not targeting you and your warning indicator light is not on, then move in very close before starting to fire at the gun turrents. When launching missiles at their turrets, make sure part of their hull does not obstruct the path of travel of the missile. (Example: Firing at the top

turret from the bottom side.) It is best to fire from above or from a side view. Destroying the corvettes' laser turrets renders the craft harmless. It works great if you can do it safely.

Debriefing (Win Conditions)

Primary Goals: FRGs Shamus and Lendova must survive.

SHU Fairfax must be boarded.

SHU Nexus must complete mission.

Transports Ferry 1 through Ferry 4 must complete missions.

Secondary Goals: Inspect Transports Ferry 1 through Ferry 4.

"You have discovered something of possible significance," the robed man was saying. "Some of the technology the Habeen had was of a new type. We will investigate further. Good work, Stele."

"There's something I don't understand," said Maarek.

"And what is that?" came the response, emanating from the darkness within the robe.

"If the Habeen are making a deal with the Empire for new hyperdrive engines, why didn't they make a deal for this new technology as well?"

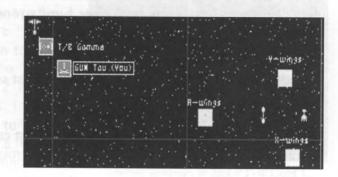
"That is a good question. Perhaps they did. Perhaps there's something we should know. There is one thing you might want to be aware of," the man continued. "We have learned that the Nharwaak are still dealing with the Rebels. Be prepared. You will be going into battle again."

Later, as he suited up for his next mission, he thought again of Xeal. He had heard nothing. The thought haunted him that he had somehow been responsible for getting Xeal killed. Oh, he had lost wingmen before, but none of them had asked for his advice, and he had offered none. It was the fortune of each pilot to live or die according to his skill and luck. But in Xeal's case, Maarek had taken an uncharacteristic responsibility, and now he regretted it. He was coming to regret everything. He didn't even feel any excitement as he anticipated going up against more Rebel starfighters. There was no longer any joy in killing them. Now it was duty, and duty only.



MISSION FIVE: REBEL ARMS DEAL





Mission Briefing

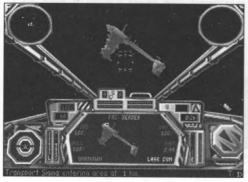
The Nharwaak continue to deal with the Rebels. Imperial intelligence has learned of a planned technology transfer. You will lead a three-ship group of Assault Gunboats armed with concussion missiles in an attempt to prevent that transfer. You must destroy the Rebel FRG Xerxes and prevent the hyperdrive technology from falling into the Rebels' hands.

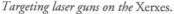
Stele's After-Action Report

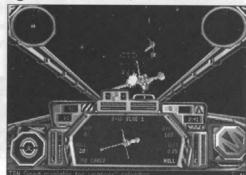
My first task was to transfer energy from lasers to shields to charge them up and to set laser and shield recharge rates to maximum. I throttled up to 100% and set my weapons the way I wanted them.

The Rebel frigate Xerxes entered in front of me about 20 seconds after the start of the mission. I remembered my primary goal was to destroy it, so I set it in a memory location.

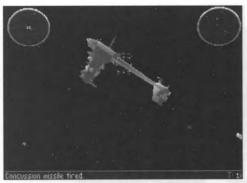
Next I targeted nearby B-wings by pressing the "R" key and sent my wingmen after one of them. Then I targeted the FRG Xerxes and then selected one of its gun turrets. For the small triangular laser turrets, I found that one

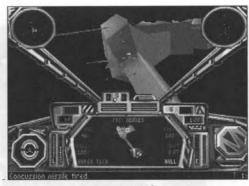






Blasting B-W Blue 1.





Firing on the Frigate.

Coming in close.

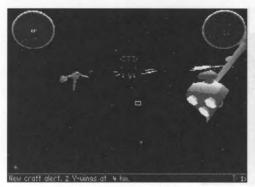
missile or just a few laser rounds would destroy it. But the larger rotating turrets with dual guns take up to three missiles or quite a few laser shots. I tried to concentrate on all the guns on the side facing me to start with.

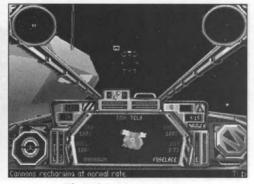
NOTE: I found that I could use missiles, but as soon as one or two of them hit, the Frigate targeted me and was able to intercept the rest of the missiles with its anti-missile defenses. I was able to fire the first two rounds of missiles, then switch to lasers and go after the gun turrets until they were destroyed. A point-blank missile shot still had a chance, if I got close enough, but I had to watch my shields carefully. That close in, even Rebel gunners could hit me!

As I passed the Frigate, I kept my shield coverage even and transferred energy from lasers to shields as needed. After I made my first pass, I flew completely away from the frigate, using the Corkscrew Avoid maneuver, until I was safely out of its laser range. I recharged my shields and my lasers before making another pass.

NOTE: Frigates, as well as corvettes, can easily be decommissioned by taking out the upper and lower turrets. Even just taking out one side cripples it immensely. It only takes one missile or a few laser blasts on the corvette's turrets to maim it, so two missiles can completely destroy its offensive capacity. It will then be a sitting duck to pick off as time allows. This is not a real big worry. It will be destroyed by your wingmen eventually. Take out all of *Xerxes'* guns and it can do your frigate *Shamus* no harm.

Our command ship, the *Shamus*, had just pulled up beside the *Xerxes* and had opened up with all its laser turrets. The *Xerxes* completely forgot about me. I saw an opportunity to get in there and finish it off. Or I could just let my command ship finish it off and go destroy some Y-wings. In any case, the *Shamus* needed only a minute or so to finish off the *Xerxes*.





The Frigates are firing.

The Tela is trying to escape.

NOTE: After you've made your pass on the *Xerxes*, channel all your laser and ion energy that you have remaining into the shields as you're flying away, weaving.

It was time for me to pick out a few starfighters. I targeted an A-wing at a distance and fired two missiles into it. I kept transferring energy into my shields all the while to get them to maximum. Then I noticed the TRN *Tela* had emerged from the stricken *Xerxes*. I made a quick inspection of the *Tela* at high speed, then blasted it to bits.

NOTE: X-wing Gold has a primary orders to attack the player.

Debriefing (Win Conditions)

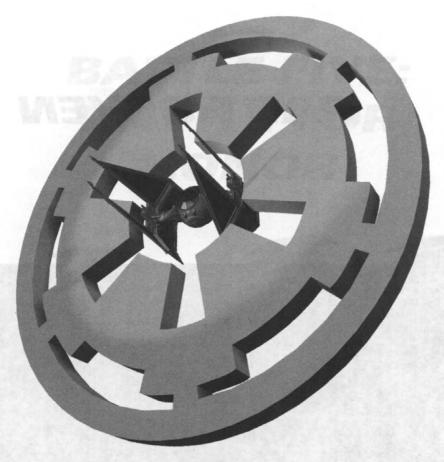
Primary Goals: FRG Shamus must survive.

Destroy FRG Xerxes.

Bonus Goals: Destroy TRN Tela for 500 pts.

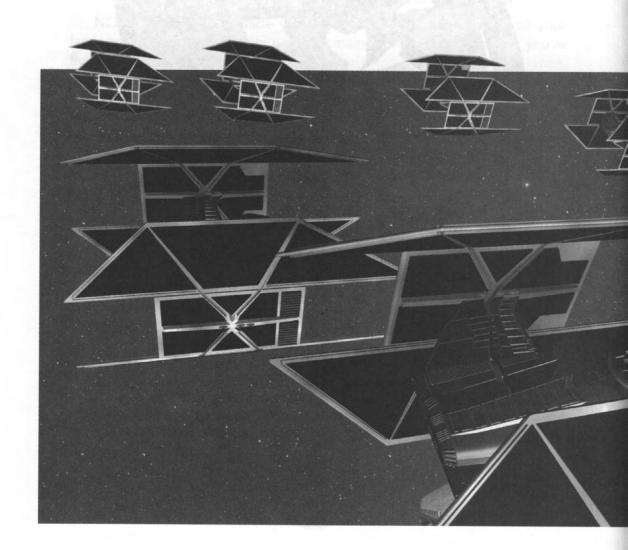
Maarek received his fourth battle medal in a small ceremony. He wasn't enthusiastic the way he had been the first three times. He simply accepted the medal, thinking back over his short, but intense career. He thought of Mordon and the first time he had seen the Star Destroyer *Vengeance*. His heart was heavy and his mind distracted. So much had changed. Or perhaps nothing much had changed, save he himself. He did know that a persistent naive belief in the perfection of any system would get him nowhere. It was time he looked around himself and got to know why he was here, enmeshed in the intrigues of others, instead of back on Kuan with his mother.



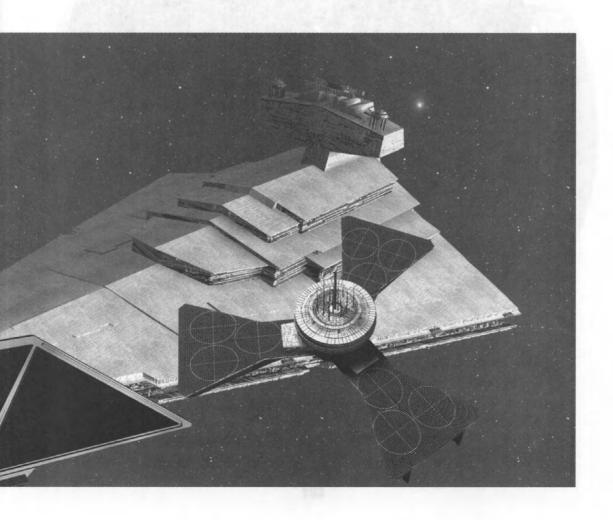


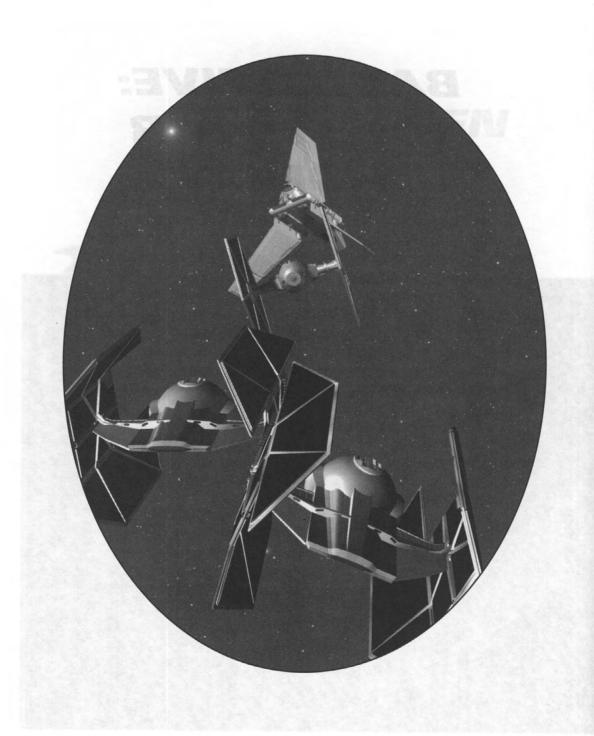
PART SEVEN

PART SEVEN



BATTLE FIVE: BATTLE FOR HONOR





PART SEVEN Battle Five:

Battle Five: Battle for Honor

Star Destroyers are huge, so huge that it's no surprise that one could be aboard one for days, even weeks, and not see an old friend. So it was that Maarek had been back aboard the *Protector*, Admiral Harkov's flagship, for some time before running into Alimet.

It had all happened suddenly, as usual. He had helped fight off the Rebels aboard the *Shamus* and had received another battle medal. Then an Order member had approached him. (Maarek often wondered how many of these robed men there were. He never saw two together, but it was clear from their voices that he was not always talking to the same man.)

"We are initiating a transfer for you, Stele. It could be dangerous, so I want to warn you to be very careful. You will be sent back to the *Protector*. We are closing in on Admiral Harkov. We want someone there who can operate a starfighter."

Maarek's stomach seemed to turn over and his breathing became shallow. "I would prefer not to have to see Harkov again," he told the robed man.

"Soon, you may have your wish," answered the hood with a small nod which only increased the blackness underneath. "Prepare to move, Stele. Our net is closing, and you'll have the opportunity to bring in the big fish." For the first time, Stele heard what sounded like a chuckle emanate from beneath the robes of an Order member. It was eerie and unpleasant.

"I'll go get ready," he said hurriedly. Then he turned and walked quickly away.

He had spent the first few days aboard the *Protector* keeping quiet and listening to the other pilots talk. But he didn't spot Alimet until the third day.

Or rather, it was Alimet who spotted him. "Stele!"

He turned from the holo he had been studying and saw his friend standing nearby. "Alimet," he called. "Good to see you. How are you?"

Alimet looked thoughtful, and instantly Maarek suspected bad news. "I guess I'm all right. But did you know Ketchel bought it?"

Maarek felt his heart sink. Somehow he had known there was a serious problem. But Alimet's expression suggested there was more to tell. "And Grommet?" he asked with an anxious feeling in the pit of his stomach.

"Defected," said Alimet. "He's gone over to the Rebel side."

"What?!!? Not possible. What are you talking about?"

"Well, we had a chance to leave the ship," Alimet began. His hands were gripping each other so tightly the knuckles shone like alabaster. "We went to shore one night, and Grommet, he met this woman. I was there, and she was something else. But next thing I know, he's gone off with her. He never came back."

"AWOL," whispered Maarek, almost in awe. "But that doesn't mean he's defected. . . "

"I saw him once again," said Alimet mournfully. "I managed another touchdown planetside leave. It took some doing — trading favors and such — and I managed to find Grommet. That's when he told me that he was joining the Rebellion." Alimet looked as if he wanted to kick something. His eyes were narrowed, and his face looked tense. He continued through clenched teeth. "I couldn't make any sense of it. I argued with him. Told him not to throw his life away. Nothing I said made any difference. I gathered the woman had something to do with it. Whatever the reason, he was convinced that they were right and the Empire was wrong."

Maarek took a moment to absorb the news. "You know what this means, don't you?" he asked after a long moment during which Alimet stood rock still, practically shaking.

"Yes," said the other. "It means every time we go into battle, we have to worry that we may be shooting at our friend."

There was nothing more to add. They both looked at each other, wishing it weren't so. Finally, Maarek managed to say the only thing he could, "But what are the odds we'll actually see him again at all?"

"Small comfort," Alimet observed. "We either don't see him at all, or we have to kill him."



A few days later, Admiral Harkov was pacing back and forth, hands clasped behind his back, while he engaged in a secret meeting with his closest advisors. He stopped, turned, and faced the great conference table, then leaned forward, balancing his hands on his fingertips. Behind him, an observation window showed nothing but stars. "I have word that a new pilot has joined our crew." His voice was strained. "I'm told he may be a spy for the Emperor."

One of his advisors, a slightly portly man with thinning hair and a mottled scar across his nose and right cheek, shifted almost imperceptibly in his chair. Harkov rounded on the man menacingly.

"And you, Vondruln. What have you done about it?" The admiral leaned forward even further, looking like some hunting animal pointing at its prey.

Vondruln's face grew very red, but he met Harkov's gaze directly. "If you will remember, Admiral, it was my office that informed you of this man's identity in the first place. And we have not been idle. There will be an 'accident,' sir."

Harkov looked partially mollified, but didn't let Vondruln off the hook so easily. "You know how delicate the situation is now. A few more days, and . . ." He let the thought hang there. Everyone present was aware of the admiral's plan to defect, and each stood to gain something from its success. "Then I have your assurance that this pilot will be eliminated." It was a statement, not a question.

"Yes, sir," answered Vondruln. "He will not survive his next mission."

"Good," replied Harkov. "Then we can get on with other pressing business. We must keep up appearances for a little longer. Consequently . . ."



Maarek was on his way to his next mission briefing when a robed man motioned him into a small room near the hangar. It was not their usual meeting place, and Maarek was instantly on guard.

"Stele, I've come to warn you. There is danger for you here."

"I already knew that," Maarek answered, feeling impatient at being reminded of such unpleasant facts.

"The danger is quite immediate," the man insisted. "We do not know exactly what form it will take, but be on guard during your next mission. If you

should run into any trouble, call for reinforcements immediately. Help will arrive. You may yet prove of value to us, and we will not let you perish."

On his way to the hangar, Maarek was seething with anger. First of all, this mysterious servant of the Emperor had as much as admitted that they would let him die if they didn't consider him useful any more. Moreover, all of it had been expressed in such overly melodramatic terms that Maarek was left with a sense that he was involved in a cheap holodrama.

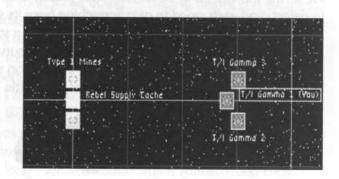
His mood became even gloomier when upon his arrival at the hangar, he received orders to clear a minefield while two rookie pilots observed his technique. This bothered him for two reasons. First, he hated minefields. Second, despite himself, he was reminded once again of Xeal.

When Maarek looked more closely at the two "rookies" assigned to him, he knew. These were no rookies. Oh, they tried to look innocent enough, but they had that unmistakeable glint in their eyes. No doubt, while he was concentrating on shooting the minefield, one of the "rookies" would make a mistake, and it would be good-bye Stele. This charade was far too transparent to him, but he could see no reasonable option other than to go along with the charade and hope the Order was as good as its word.

It was perhaps the most helpless he had ever felt in his entire life.

MISSION ONE: CLEAR MINEFIELD





Mission Briefing

You are to clear a minefield that surrounds a Rebel supply cache. Two wingmen will accompany you, but only to observe.

Secret Orders

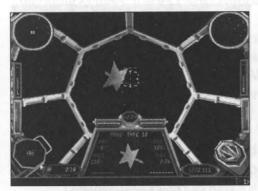
Follow orders, but stay alert. We have reason to believe you are in danger. If you encounter any trouble, do not hesitate to call for reinforcements. We have made special arrangements.

Stele's After-Action Report

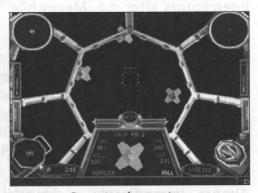
I flew out toward the minefield, wary and shaking. I had to steady my hand to target and destroy the mines. I knew there was going to be trouble. I switched to quad fire mode and began firing at mines, keeping my heading moving almost constantly, just pausing long enough to blast a mine. I headed for the container groups Chi and Psi to



Approaching the minefield.



Targeting a mine.



Inspecting the containers.

inspect them, but Harkov came on the comlink and began accusing me of being the Emperor's stoolpigeon. Well, the charade was over. Hitting the E key, I discovered that my "observers" were targeting me!

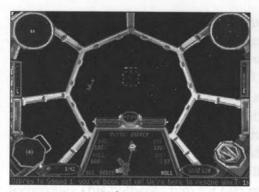
I called for reinforcements without waiting a heartbeat, then pumped all the juice into the engines to get as much speed as possible. I began weaving and



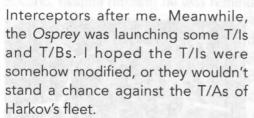
What are that T/A doing?

jinking. Then the FRG Osprey jumped in. Help had arrived! I put the Osprey in a memory location.

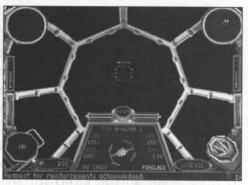
I headed toward the Osprey at full speed, corkscrewing to throw my pursuers off. By this time, there were three TIE Advanced and a pair of TIE



Help arrives.



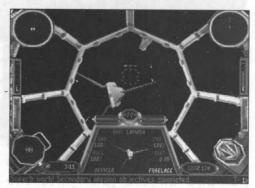
I was about 2 km from the Osprey when a Rebel Calamari cruiser jumped in. I quickly assigned it to memory so I could keep tabs on it. Almost immediately a shuttle launched and headed for the cruiser. I put the shuttle in a memory location, too. The commander of the Osprey directed me to inspect it! Well, with a fully raging dogfight going on around me, it was just possible to do so. Amazing how quiet things can get in the middle of a maelstrom. I found an officer aboard. Well, if I could survive this treachery, I figured I'd live to see Harkov fry. It gave me something to live for.



Running for cover.



Watching your back.



Inspecting the shuttle.

I checked the map screen and saw that the cruiser had launched some X-wings and Y-wings. The battle was heating up because the *Osprey* had also launched its forces. Through all this, I had to cover six kilometers with no shields and half the Empire and the Alliance after me! Or so it seemed.

Now I thought about hiding in the protection of the *Osprey* and taking out some of my pursuers. The fire from the Frigate would help me, and if I kept moving, I might take a few of them out. This was extremely risky, of course, but I had discovered that while I corkscrewed, my pursuers got in each others' way, often shooting each other instead of me! It was too good to pass up the opportunity to watch them destroy themselves. I had to keep checking my upward view to make sure I didn't collide with the *Osprey*, however. Finally, when I tired of the fun, I entered the hangar and cursed Harkov roundly as I debarked and looked for someone to throttle.

Debriefing (Win Conditions)

Secondary Goals: Inspect SHU Lambda.

M/FRG Osprey must arrive.

Inspect all of CON groups Chi and Psi.

Bonus Goals: Destroy T/I Gamma 2 and 3 for 100 pts each.

Destroy all of T/A groups H-Alpha and H-Delta for 2000 pts each.

Destroy all of T/B group H-Beta for 1000 pts each.

Destroy SHU Lambda for 500 pts.

Destroy mine groups 1A and 1B for 2500 pts each.

Destroy CON groups Chi and Psi for 100 pts. each.

Destroy X-wing group Blue for 1000 pts each.

Destroy Y-wing group Red for 1000 pts.

"Escaped? What do you mean he escaped?" Harkov was livid. "Do you know what this means?" he screamed.

"Sir?" squeaked Vondruln, who looked as if he had physically shrunken into his seat.

"It means, you idiot, that they know everything. It means we're at war with the Empire." His voice continued to rise in volume and intensity. "And it means we didn't get anything from the cursed Alliance!"

Harkov's expression turned cold; there was no other warning. He slowly drew his blaster and, without another word, shot Vondruln in the chest. The uniform burned away and the blaster ate away at the man's body. There was no blood, as the wound was instantly cauterized. Vondruln's body slumped forward, his head hitting the table, then slid to the side and fell with a dull thud to the floor.

"Clean up this mess," Harkov barked at no one in particular. "And the rest of you, get busy!"



Maarek had arrived safely aboard the M/FRG Osprey. He was met immediately by a representative of the Order.

"Well done, Stele. You made it. We now have incontrovertible evidence of Harkov's deception and treachery. He will be brought before Lord Vader and dealt with appropriately."

But Maarek was still angry from his last meeting with the Order. "You can tell your masters that I'm through doing their bidding. I don't care how many invisible awards you give me. I've had it."

Maarek started to walk off dramatically, but the robed figure uttered three words which stopped him dead in his tracks. "Harkov murdered Mordon."

A long moment of silence passed during which Maarek's anger worked its way into a white rage. But the target was no longer the Order. It was Harkov he hated. His voice was quiet when he finally broke the silence. "What is it you want me to do?" he asked.

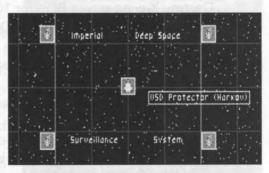
"Help us find Harkov," was the answer.

MISSION TWO: ASSAULT GUNBOAT RECON



Mission Briefing

You are to fly as wingman in a fourship group of Assault Gunboats. This is a reconnaissance mission. That means, you must inspect containers and ships, and destroy





what you can. However, do not engage Harkov's forces unnecessarily. It is critical that you return to base to report whether you've located Harkov or not.

Secret Orders

Be sure to inspect containers. We will use the information you gather to further anticipate Harkov's needs and tactics.

Stele's After-Action Report

I entered the mission area and immediately executed my mission start proceedure. When I checked the map, I saw a platform about 6 to 7 km away. around the platform were various containers. Three B-wings flew patrol around the platform. The nearest, Red 3, was a little more than 5 km away and to the right. To the left was Red 1. Red 2 was about 10



Going after the B-wings.

the platform and headed for hyperspace, but I had no chance to intercept. Meanwhile, some Z-95s were taking off from the platform and we were engaging B-W Red 1. He went down just like Red 3.

I sent my flight group after *Red* 2, but didn't join them. I headed for the containers to fly an inspection



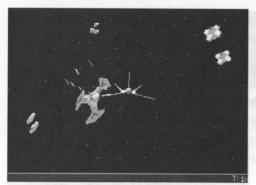
B-wing Red 1.

km away and didn't pose an immediate threat. I headed toward Red 3 and ordered my flight group to attack him as well.

I put my shields down to normal recharge to gain some speed and finished off Red 3 quickly by firing dual missiles and following up with cannons. A Corellian transport left



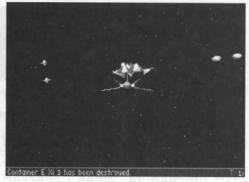
The end of B-wing Red 2.



Heading for the containers.



Taking out the containers.



Container E Xi 3 is gone.

pass, one hand on the target selection key so I could pick the next container as soon as I passed one. I watched my shield strength, though, because the platform's gunners were aiming for me.

As I neared Psi group, I set my shield recharge rates lower to gain some speed and make myself less of a target. I also figured I'd take a few shots at the containers as I flew by — not enough to destroy them,

though. That came later. The containers in Psi group contained grain. I next inspected Chi group, which carried ground vehicles. Then came Pi with liquid gas, and finally Xi group with water. I flew by the platform to get an inspection pass on it as well.

I thought it might be a good idea to take care of any remaing fighters, so I turned and took out the Z-95s of Wolf group with the help of my flight group. Then we all attacked the containers.

One little trick I learned was to keep the containers between me and the platform as I took my firing runs. That way, I was shielded from the platform's return fire, which actually hit the container and did some of my work for me!



The Protector arrives.

Then the *Protector* arrived. So, the Secret Order was right about Harkov showing up. I knew my orders were not to engage his forces, but even after sending my flight group home, I stuck around — just long enough to watch his TIE Advanced start shooting missiles at me. Then I jumped out of there!

Debriefing (Win Conditions)

Primary Goals: Destroy all class B, class C (Pi), class E (Xi), and class D (Psi) cargo containers.

VSD Protector must arrive.

Secondary Goals: Inspect at least one class B cargo container, one class C cargo container, one class E cargo container, and one class D cargo container.

Inspect PLT DS 5.

Bonus Goals: Inspect all freighters (including cargo containers).

Attack VSD Protector for 500 pts.

Destroy at least one of T/A group H-Alpha for 500 pts.

Destroy at least one of T/A group H-Beta for 500 pts.

Destroy at least one of A-W group Blue for 500 pts.

Destroy Corellian TRN Cimigo for 2000 pts. (Note: To do so, target the Cimigo at the beginning of the mission, redirect all energy to engines, and launch dual missiles as soon as you have a lock!)

Events were moving fast now. They had inspected Harkov's supply base, and now they were ready to go after it in force. Maarek was not on the duty roster to go out again, but he insisted; he wasn't going to miss any opportunity to get Harkov. He was back in the cockpit within the hour.

MISSION THREE: CONVOY ATTACK





Mission Briefing

We've located Harkov's flagship. It is awaiting supplies. You will fly as wingman in a four-ship group of Assault Gunboats, equipped with heavy

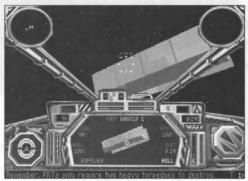
rocket launchers carrying eight rockets each. Your mission is to follow orders and make sure that the convoy never reaches Harkov's forces. Look out for attacks from Harkov's contingent of TIE Advanced starfighters. They are a long distance away, but will quickly come to the aid of the convoy.

Secret Orders

We require more information. We want to know the contents of the cargo headed for Harkov's fleet. Inspect the ships before they are destroyed.

Stele's After-Action Report

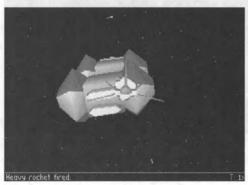
We jumped in about 20 km from the platform. Checking the map, I noticed some T/As between 25 and 35 km away, the *Protector* in orbit around the platform. The situation seemed safe for the moment, so I proceeded with my mission start and watched Harkov's convoy arrive. I flew quickly to inspect the first of the freighters, *Karflo 1*, then turned and destroyed him quickly with my cannons. I decided to save my rockets for other targets.



Inspecting Karflo 1.

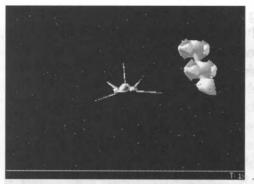


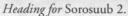
Inspecting Sorosuub 1.



Firing at the Sorosuub 1.

By this time, my wingmen were all over Karflo 2, using rockets to destroy it, and shortly thereafter, Karflo 3 was space dust. I targeted one of the A-wing escorts and sent my wingmen after it. I headed toward the modular conveyor Sorosuub 1 and inspected it. Then I turned and blasted it with a single rocket, following with lasers. Sorosuub 2 was carrying hydrozine.





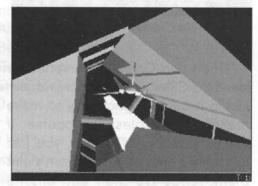


The end of Sorosuub 2.

After inspection, I destroyed it as well. I noticed when I checked the CMD that one of the A-W was heading for home. Too much heat for him, I supposed.

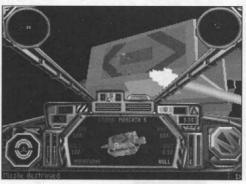


Inspecting Morgath 1.



Getting a good look at Morgath 5.

I checked for the nearest threat — A-W Blue 3 — and sent my wingmen after it while I headed for the container transport Morgath 1. I flew to point blank range so it couldn't shoot my rocket down and lobbed one up its gut. About this time, I noticed that some TIE Advanced had joined the party. I checked my shield condition and made sure everything was balanced, then I checked what my wingmen

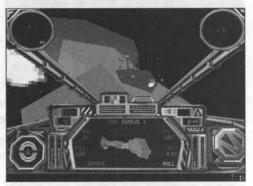


Morgath 5 is carrying munitions.

were up to. *Morgath 5* arrived carrying munitions. After inspection, I gave it a point-blank rocket. (I later was told that some pilots feel blasting these craft from behind, in the engines, doesn't do as much damage. I attacked from the side, and had no trouble destroying the container transport with one rocket.)



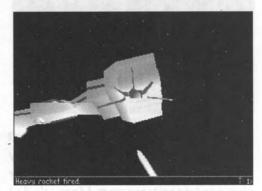
The Corellian CRVs arrive.



Inspecting Sundog 2.

Then two Corellian corvettes arrived — Sundog 1 and 2. These were standard CRVs with only a pair of turrets. Targeting a turret on one side and

taking it out is a good way to make these craft helpless. Of course, if you've saved your rockets, you just lob them in two at a time from point blank range (so their anti-missile defenses don't get them). That makes short work of a CRV. Without rockets, you'd fire cannons until their shields went out, then use ion cannons to disable them quickly. Once they were helpless, you could finish them off whenever you



Firing on the CRVs.

wanted. Anyway, I was in a bit of a hurry; the TIE Advanced were launching missiles, so I didn't have a lot of time to spare.

After finishing off Sundog 1 and 2, I thought about dogfighting Harkov's T/As. I put all my shield energy to engines and put my lasers on dual fire. The Gunboat wasn't designed to dogfight an Avenger, though, so I took a few on and when the action got too intense, I jumped out of the system and back to home base.

Debriefing (Win Conditions)

Primary Goals: Destroy all of freighter group Karflo.

Destroy all of modular conveyor group Sorosuub.

Destroy container transport Morgath 1.

Destroy container transport Morgath 5.

Destroy all of CRV group Sundog.

Secondary Goals: Inspect at least one of freighter group Karflo.

Inspect at least one of modular conveyor group Sorsuub.

Inspect container transport Morgath 1.

Inspect container transport Morgath 5.

Inspect at least one of CRV group Sundog.

Bonus Goals: Inspect at least one of CON group Pi for 100 pts.

VSD Protector must be attacked for 500 pts.

Destroy heavy lifter AAA Tow for 500 pts.

Destroy heavy lifters A1 Tow and A2 Tow for 500 pts each.

Destroy at least one of T/A H-Alpha for 500 pts.

Destroy at least one of T/A H-Beta for 500 pts.

Destroy at least one of T/A H-Gamma for 500 pts.

Destroy at least one of T/A H-Delta for 500 pts.

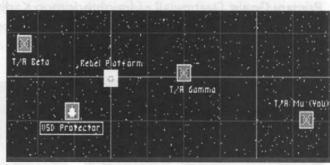
Destroy all of A-W Blue for 500 pts.

The pace of operations against Harkov had to be unrelenting. They could not give him time to adjust, to plan, or to act. There was just time to witness the arrival of the first squadron of TIE Advanced fighters. Maarek volunteered to pilot one of them. As usual, the Order ordered him to inspect any unknown transports or shuttles, and that's how he discovered Harkov.



MISSION FOUR: TACTICAL SUPERIORITY





Mission Briefing

Harkov's supplies have been interdicted. Now is the time to keep pounding on his forces. You will fly in the wingman position in a special four-ship group of TIE Advanced fighters. You mission is to eliminate at least fifty percent of Harkov's T/A forces. You will take on his flight groups one at a time.

Secret Orders

Inspect any Rebel transport of shuttle. We need to be sure Harkov does not evade us.

Stele's After-Action Report

Flying the TIE Advanced at last, I checked out my condition as I came out of hyperspace. At full throttle, I targeted a nearby attacker, *H-Beta 1*. Fired a missile at him and went after *H-Beta 2* with another. Then my group and I finished them off with cannons. I checked the map quickly. Found *H-Eta 1* and returned to flight, shooting him down with a missile and cannons. Back to the



Targeting T/A H-Eta 2.

map, I zoomed out to see where the platform was. It was about 7 km away. A pair of cargo ferries were laying a minefield around it, and more T/As were on the way. I targeted *H-Delta* 1, then returned to flight, charged my shields from laser power, and prepared my missiles. I shot him with one, then finished him off with cannons. Did the same with *H-Delta* 2. I had to call my wingmen to cover



Chasing down T/A H-Theta 2.



T/A H-Theta 2 is destroyed.



Another T/A destroyed.



More T/As keep coming!



Someone's shooting missiles at you.

me (Shift-C) once, but I was able to take care of both H-Deltas. I took a missile hit, though, and had to pay some attention to my shields. One of my wingmen went down, but I was getting into missile range of H-Theta; I took care of him with a missile and cannons. My wingmen were getting shot up, but were still hanging in there. I looked on the map for a target at the right distance. H-Theta 4 looked about right. I shot him with a

missile and finished with cannons. I kept watching my wingmen. If one of them was under attack, I'd find the attacker and order the others to join me in going after him. I had my laser recharge at full and the shields at normal maintenance. I kept shunting energy from my lasers to shields as necessary.

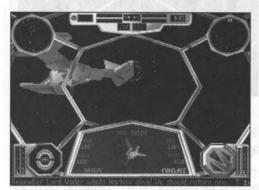


The Toten is launched.



Inspecting the Toten. Harkov!

I tried to get to the cargo ferries and shoot them, but they entered hyperspace after laying the mines. Then the Protector launched a shuttle, and I knew I'd have to fly through the minefield to inspect it. Someone noticed that the Protector was preparing to jump into hyperspace, but I didn't want to think about

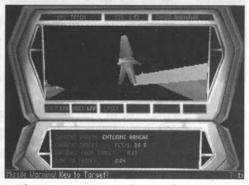


Don't shoot! Lord Vader wouldn't like it.

it right then. If we didn't get Harkov here, we'd get him somewhere else! I put full power to engines with recharge rates to zero, then headed in. And there he was. Harkov. Heading into the platform. Seemed like a strange thing to do, but my mission was to find him. I was ordered not to kill him, though the temptation was strong.

Some M/CRVs had entered the area at about 10 km, and I decided it was a good idea to get away from





Targeting a laser turret on the M/CRV. The Toten carries Harkov to safety. For now.



The Protector jumps out.

the Star Destroyer, the platform, and the minefield. So I headed toward them to inspect. I had some missiles left, and I lobbed them into the modified corvettes. These had more gun turrets than the ordinary CRV, so they were more dangerous. Still, I thought I'd try taking them out. I actually thought of clearing the minefield since I figured I'd be back here again going after Harkov, but

between the two of them, the corvettes looked like more fun.

Of course, it's stupid to take on a modified corvette in a single starfighter, but nobody ever accused me of being smart. Anyway, I destroyed M/CRV Wurger, then got out of the area.

Debriefing (Win Conditions)

Primary Goals: Destroy 50% of Harkov's T/As.

Secondary Goals: Inspect at least one of M/CRV group Wurger.

Inspect SHU Toten.

Bonus Goals: VSD Protector must be attackedfor 500 pts.

Destroy all of M/CRV group Wurger for 2000 pts.

SHU Toten must complete mission for no points.

Destroy cargo ferries Badger 1 and Badger 2 for 3000 pts each.

Maarek was the one who found the ship with Harkov on board, but nobody came to capture it. He was under orders from the Order not to shoot Harkov. But he wanted revenge for Mordon, wanted so badly to press the stud and watch the lasers burn the *Toten* to molten, twisted wreckage. Only fear of reprisals from the Order prevented him from doing as he wished. He called in the location of the transport, but help did not arrive before the *Toten* had made it to the relative safety of the platform.

"We had not anticipated his going to the platform," the robed figure admitted. It was a minor moment of triumph for Maarek. The Order didn't know everything, after all. "It is fortunate in the long run, however," the man continued. "Now your mission will be to attack the platform, not the *Protector*. Be thankful. You do not want to go up against a Star Destroyer."

The attack on the platform took several hours to plan, but all the while,

probe droids kept watch to be sure Harkov did not escape.

While Maarek awaited his next briefing, he took a moment to visit the hangar; he wanted a closer look at the TIE Advanced fighter he had just flown. It was a wonderful craft — fast, maneuverable, and powerful. Would he get to fly it again soon?

While he was in the hangar, there was a commotion at the flight bridge. Maarek strolled over to investigate.

The flight controller was tracking an unidentified spacecraft. "Unidentified TIE Interceptor. Stand by. Do not approach. Give I.D."

"Captain Trace. Late of the *Protector*. I'm looking for a way out of this mess, guys. Let me in."

The flight controller motioned to his assistant. "Activate the tractor beam and tow this joker in," he said.

"Right," responded the assistant as he complied. On a viewscreen above the flight control deck, a small starfighter appeared. The assistant controller manipulated a set of controls and a blue beam entrapped the Interceptor.

"I know this guy," Maarek offered. "He was on Harkov's ship when I was stationed there."

The controller glanced in Maarek's direction. "It's not my concern, boy. And it's not yours. Just go on about your business."

Maarek waited while they drew the Interceptor into the hangar. A contingent of stormtroopers arrived and took the pilot away. Maarek stayed out of sight, and Trace never saw him.

Maarek hurried to find the Order's representative, not quite sure why he cared.

"They've brought in a pilot who might be able to help you," he told the man breathlessly. "He was on the *Protector*."

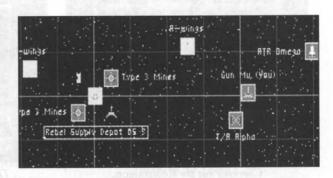
The robed figure nodded. "Your friend, Captain Trace?"

"How did you know?" Maarek asked in amazement.

"Captain Trace is working for us now. We had to get him off the *Protector* immediately. Don't worry. He'll be fine. Prepare, instead, for your next mission. We believe an attack on the Rebel platform will flush out our prey. Find Harkov, and we will capture him, this time without fail."







Mission Briefing

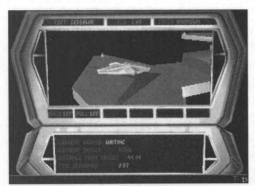
The traitor Harkov is hiding on the Rebel platform. It's time to bring him to justice. You will fly as a wingman in a four-ship group of Assault Gunboats. Your primary task is to be sure that Harkov does not escape in a shuttle or transport. Also, you must help take out the platform's defenses, which include starfighters and mines. After three minutes, special assault transports (ATRs) will arrive to begin a concentrated attack on the platform's shields.

Secret Orders

Disable any craft attempting to flee the platform. Find Harkov if he tries to escape.

Stele's After-Action Report

The Gunboat was sluggish after flying the TIE "Avenger," but you didn't get to choose your ship. I came out of hyperspace about 5 km from the platform. Checked the map and saw the minefield. It was laid out as two 3-

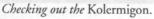


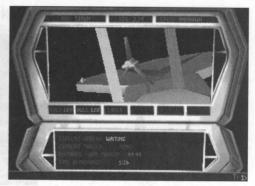
Looking at the Geddawai.

by-3 arrays, one above and one below the platform. I assigned SHU *Toten*, TRN *Kolermigon*, and CORT *Geddawai* to memory locations, figuring that one of them might try to get away with Harkov.

Meanwhile, some X-wings were attacking, so I launched some missiles, then turned my attention to the minefield. I was able to take a few mines out with missiles until I

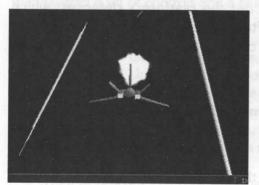




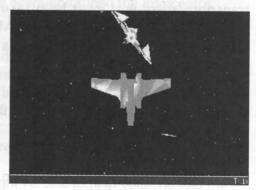


The Toten is still on the platform.

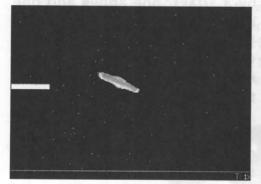
got closer, then I switched to cannons, taking out a few. But an A-wing got on my tail, and I set my shield recharge to zero and went after him. I noticed then that the *Geddawai* had left the platform, so I closed in on him to inspect.. Once again, I found Harkov trying to get away. I lowered shield



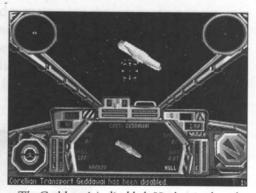
Clearing some mines.



The shuttles take off.



Chasing down the Geddawai.



The Geddawai is disabled. Harkov is aboard.

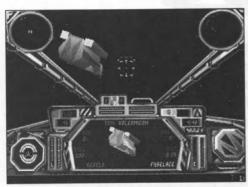
and laser recharge rates to gain speed and got near the *Geddawai*. Then I set laser recharge up and started shooting. I switched to ion cannons when the shields went down and disabled the craft. I made sure my wingmen were busy, then turned in time to catch the *Toten* attempting to escape. I hit him with a missile, took down his shields and inspected. Since it was only a decoy, I destroyed it with cannons.



Blasting the Toten.

At this point, Kolermigon was heading more or less toward me, about 3 km away. I fired a couple of missiles at it to lower the shields, then switched to ion cannons to disable it. Inspecting it revealed some Rebels trying to avoid trouble. They were unsuccessful. Now, I realized that I had left the job of clearing the mines only partially done and that the ATRs attacking the platform would probably appreciate it if I finished the job, so I returned to minesweeping and destroyed them. I would have appreciated some help from the other Imperial craft in the area, but for some reason, they didn't attack the mines.

Note about Type 3 mines: These mines fire a missile when they are destroyed. You can disable them with ion cannons, however, instead of destroying them. If they do shoot a missile, remember that they are stationary, so the missile's speed is not high. You can either out run the missile, or go to single-fire mode and shoot rapidly to destroy it before it reaches you.



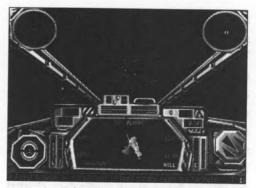
Inspection reveals Rebels aboard Kolermigon.



Checking out the platform.

Finally, the ATRs succeeded in disabling the platform ATR Omega 1 was sent out to board and capture. At this point, I figured some more missiles would come in handy. I had used a lot of them on mines and other targets. The ISD Garret had arrived with a resupply ship, so I headed that way for a reload.

A Rebel Frigate arrived and began launching Headhunters. Talk



The FRG Olinor arrives.

about desperation! They didn't have a chance. So I detoured and inspected the FRG *Olinor* and took out some Z-95s. About this time, more M/CRVs from Wurger group arrived. Didn't I take care of them already?

I checked on the condition of *Geddawai* and *Kolermigon*. I fired missiles at some A-wings, used shields at normal to match speeds with the X-wings and took them out with cannon fire. Then some B-wings arrived and I softened them up with missiles, switching to cannons to finish the job. More flight groups kept arriving. We had already fought A-Ws from Red and Gold group as well as X-Ws from both groups as well. Now more of Harkov's T/As began to arrive — H-Beta and H-Gamma. I went back for more missiles and then returned to the battle, taking care of some of the T/As. They were followed by more groups, including H-Delta, H-Theta, H-Iota, and H-Alpha. I was able to stay near the *Garret*, whose fire helped protect me while I blasted away at wave after wave of TIE Advanced. Finally, it was time to get out, so I fired up the hyperspace engines and jumped home.

Note: You can go after M/CRV group Wurger. However, you probably want to be sure Harkov gets captured.

Debriefing (Win Conditions)

Primary Goals: Destroy all mines.

Disable PLT DS 5

Disable SHU Toten.

Disable TRN Kolermigon.

Disable CORT Geddawai.

Secondary Goals: Capture PLT DS 5

Inspect SHU Toten.

Inspect TRN Kolermigon.

Inspect CORT Geddawai.

Bonus Goals: Inspect FRG Olinor for 1000 pts.

Destroy M/CRV group Wurger for 2000 pts.

Destroy SHU Toten for 200 pts.

TRN Kolermigon must be boarded for 2000 pts.

CORT Geddawai must be captured 2000 pts.

Harkov was taken to the *Garret* where Lord Vader awaited him. Bitter and defiant to the end, Harkov tried to resist the legendary Jedi powers of the Lord of the Sith, but like so many others before him, he paid the inevitable price.

The troopers held Harkov immobilized as the hatch opened with a pneumatic hiss. Lord Vader stood beyond the hatch.

"Welcome, Admiral Harkov," he intoned, in a voice that might have almost been cordial under other circumstances. "We have matters to discuss."

Harkov simply glared.

"Where is the location of your fleet?" Vader demanded.

But still Harkov was silent. Then, the Dark Jedi lifted his hand and pointed it, palm upward, toward the former admiral, who rose in the air as if by magic. Then the man broke completely and began screaming, but his screams were cut short as Vader closed his fist. The sound of crushed bone was the last sound Harkov made as his screams were choked off. His body fell to the ground and Vader walked off, his strange, mechanized breathing the only sound in the room.



Of course, Maarek had no idea of Harkov's ultimate fate. The Order simply told him that he would be punished, and that his crimes were of the most serious sort. Maarek, and everyone else in the Imperial Navy, knew what that meant. So, Harkov was undone, and Mordon's killer brought to justice. Why, then, did Maarek not feel some elation? Why did he feel nothing more than an empty feeling inside?

A few days later, Maarek was resting when someone signalled outside his cabin. He made the door open and admited his visitor. It was Trace.

"Good to see you again, Stele," he said.

Maarek was wary. What did he really know about this man? "Yes. I suppose so," he answered laconically, then added, "What brings you here?"

"I just wanted to apologize," Trace said, sitting on Maarek's bunk, there being only one chair in the room. "I know I acted strangely before, and I never had a chance to tell you how I felt."

"And how is that?" Maarek replied. "How did you feel?"

"Look," Trace said a little defensively, "I know you are involved with the Order. They told me so when they recruited me. So, you almost had me fooled at one point, but I knew you weren't entirely what you appeared to be."

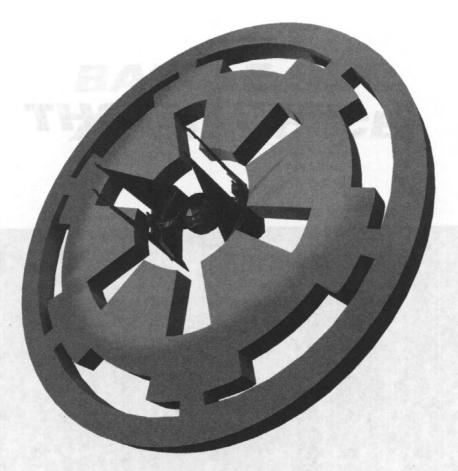
"The problem is, Captain," said Maarek, "I'm probably exactly what I appear to be. I'm just a pilot who takes orders."

"Right," agreed Trace. "Anyway, I didn't want to disturb you. I just wanted to let you know I'm a friend. OK?"

"I guess so," answered Maarek. "But my experience with friends hasn't been so good lately," he continued with a wry grin. "Maybe it's better not to push your luck."

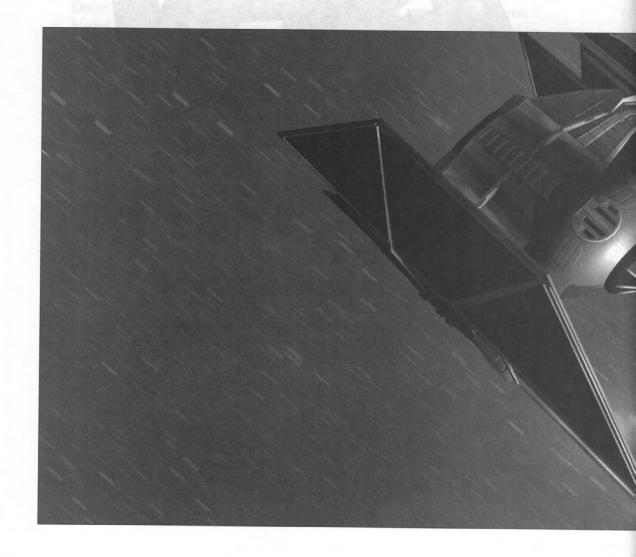
The captain grinned back. "I once knew another pilot a lot like you. We were friends. I think I can take the risk."



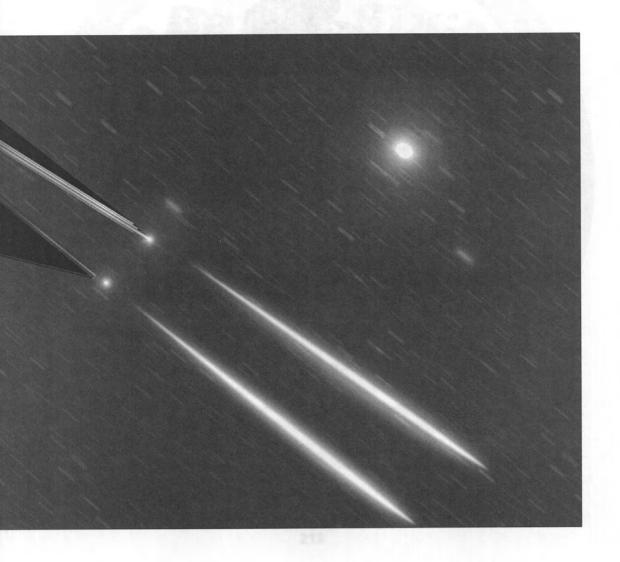


PART EIGHT

PART EIGHT



BATTLE SIX: ARMS RACE



BATTLE SIX:



PART

Battle Six: Arms Race

Admiral Zaarin returned Maarek's salute. "Welcome to my research facility," he said warmly. "I've heard a lot about you, Stele. Your reputation precedes you."

"I'm happy to be here, Admiral. And a little embarrassed that you should bother with me," he told the admiral. "I'm sure anything you've heard is exaggerated."

They stood in a large office aboard the deep space platform where Zaarin's high technology research was taking place. For reasons known only to the Order, Maarek had been transferred to this facility. It was the first time he had been based on an outpost platform since his first assignment on PLT D-34. After the events of the recent past, he no longer dismissed the relative quiet of life on a platform as dull or boring.

Zaarin invited Maarek to join him by the large viewport where they could see the various starfighter models being tested as well as several cargo ships in different phases of loading and unloading.

"They look like impressive starfighters," Maarek commented.

"Oh, those?" Zaarin replied. "Those are only modified versions of the TIE advanced. We have something far more impressive to offer."

"I would like very much to see them," Maarek suggested, but Zaarin only laughed. A short sound.

"I'll bet you would," the admiral said. "But all in good time. All in good time."

As Maarek stared out at the stars and the various craft that floated above the platform, he had the distinct impression that Zaarin was watching him, testing him somehow. The admiral seemed quite friendly, and memories of Mordon flooded in suddenly. Could Zaarin turn out to be a good friend the way Mordon had been? He turned away from the window and looked around the large room.

An oversized desk dominated one end of the office, and next to it stood a stocky man in a major's uniform. The man looked straight ahead and showed no sign of noticing Maarek. But there was a sense of something poised within him, something dangerous, and Maarek suspected that this was not a man to turn your back on.

The desk was almost bare. A few holo disks, and some unusual artifacts were all Maarek could see. He continued his sweep of the room, coming finally to Admiral Zaarin himself. The admiral was almost a head taller than Maarek, and was staring down at Maarek unabashedly.

"You have a very impressive office," Maarek said, feeling awkward and a little out of his depth.

Zaarin continued to stare, an amused smile playing around the corners of his mouth. "Thank you, Stele. Can I call you Maarek?"

"If you wish, sir." Maarek found it increasingly difficult to meet the admiral's frank gaze. He looked back out the window.

"Thank you for coming to see me," Zaarin said, breaking the silence. It sounded like a dismissal. "I hope to have an opportunity to get to know you better. Pilots of your caliber are the foundation of the Empire's strength, don't you think?" he asked casually.

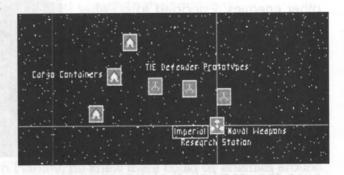
Maarek answered without thinking. "I'don't know, Admiral Zaarin. I think the commanders, the ones who decide on policy and plan the tactics, are the backbone of the Empire. Me, I'm just a worker who does his job. Anyway, it's the Emperor who's the real foundation of the Empire, isn't it?"

"Indeed," replied Zaarin. "Indeed. You are quite right. Thank you, Stele. . . Maarek. I look forward to our next meeting."

Maarek left the admiral's office feeling confused. What had just happened? He could swear that some very significant conversation had just taken place in the closing moments of the meeting, but for the life of him, he had no idea what it meant.

MISSION ONE: PROTECT PROTOTYPES





Mission Briefing

Protect the cargo ships carrying the prototypes for the TIE Defender. It is critical that these prototypes be delivered safely to the Emperor. You will assume the wingman position in a flight of three TIE Advanced starfighters. We do not know what opposition you may face, but be alert.

Stele's After-Action Report

We went out with advanced missiles and jumped into the area of the cargo convoy carrying the new TIE Defenders. It was good to be in a TIE Advanced again. I quickly ran through my mission start procedures, when, about 35 seconds after I arrived, a pair of A-wings popped in. I checked the map and found B-wing



Firing at the B-wings.



Guarding the convoy.

Blue 1 at approximately 11 km. There were two other B-wings, each accompanied by a pair of A-wings.

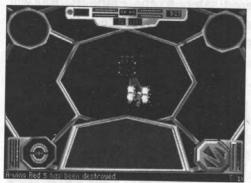
I sent my wingmen after B-W Blue 2 while I engaged Blue 1. Set lasers and shields to full and fired dual missiles at the B-wing. Then I set cannons on quad-fire and blew him

up. I returned to the map to check on other enemies. I decided to go after B-wing Blue 3, who was nearly 11 km away. Meanwhile, the A-wings were after my wingmen and one of them fired a missile at me. I decided to put my shields on full to the rear and try to outrun the missile. Meanwhile, I locked onto B-W Blue 3 and fired dual missiles at him. I heard a message over the comlink that boarding



End of a B-wing.

operations had been completed. Good. Now to finish off *Blue 3*. *Blue 2* was fragged. My wingmen had come through.



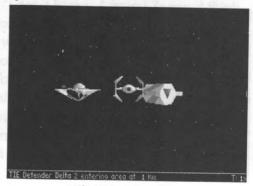
Taking out A-W Red 5.

Next, I engaged A-wing Red 5. I transferred some cannon energy to shields since I had take some hits, then set shield recharge to one above normal, laser to maximum recharge. I sent my wingmen after A-W Red 3 while Red 6 came after me. I finished off Red 5 and turned into Red 6. After I had taken him out, I checked and saw that Red 2 was 13 km away and was engaged by other Imperial ships. Even so, I put

everything into engines and went full throttle to intercept. When I got within range, I reset my standard combat mode — lasers to full and shields

to normal maintenance — and went after the nearest A-wing, which turned out to be Red 4. Red 1 was leaving the scene, so I went full speed after him and fired a missile before he could go into hyperspace.

By this time, the TIE Defenders were all safe and it was time to go home.



The T/Ds are en route.

Debriefing (Win Conditions)

Primary Goals: All TIE Defenders must complete their missions and

All cargo ferries must complete their missions. Bonus Goals: Destroy all Rebel craft.

Admiral Zaarin sent down orders for Maarek to join him in his private dining room. Two stormtroopers arrived to escort him. He had the strange feeling that one of the stormtroopers was staring fixedly at him, though it was hard to tell. You could never see a stormtrooper's face, after all. Still, it made him edgy. After the situation with Harkov, he knew there could be enemies around any corner. He considered asking Admiral Zaarin for some extra protection, but changed his mind. Still, he kept his distance from the stormtroopers and watched them for any suspicious move.

He made it to Zaarin without incident, and the admiral rose instantly to

greet him.

"Ah, Maarek. It is good of you to join me," he said with remarkable humility for a man of such rank. "I had wanted to speak with you more."

Now, when Mordon had befriended him, Maarek had been a raw recruit, and only the fact that he had saved Mordon's life had justified the friendship that eventually developed. But now he was an accomplished and decorated pilot, and Maarek found himself thinking, Why shouldn't the admiral be friendly? After all, in his own way, Maarek had achieved some notoriety, perhaps even a little fame for his role in bringing Harkov to justice.

But it wouldn't do to act arrogant. He knew that. "I am flattered that you find my company enjoyable," Maarek said in his best courtly manner. He almost bowed, having heard that to be the custom among some in the

Emperor's circles. But he did not.

Zaarin motioned toward the table, which was set with a variety of unfamiliar, but delicious-looking dishes. "Please share my meager fare," Zaarin said, continuing the mannered dialogue. "It isn't much, but I hope you will find

it to your liking."

In all his life, Maarek had never seen such a spread, and he wondered what it had cost the admiral to set a table like this. Surely he didn't eat this way all the time? Maarek could hardly restrain himself. The food looked and smelled that good. At the same time, he couldn't quite shake the fact that there had to be a price to pay. What did Zaarin really want?

It didn't take long to find out. Oh, he was subtle enough. He didn't come

right out and say it, but Maarek could read between the lines.

"That business with Harkov was terrible," he said over a bite of five-spiced hoksa steak. "I think he must have been a very disturbed individual."

Maarek nodded, sampling something that closely resembled grass cuttings, but melted in the mouth, leaving a vapor that filled his head with a sweet burning pleasure lasting several seconds, then stopped.

Zaarin watched appreciatively as Maarek momentarily lost himself in the sensation. Then he added, "His punishment was certainly appropriate."

"Whose?" Maarek asked, having a really hard time concentrating on the subject of conversation.

"Harkov, of course," Zaarin replied, gently insistent.

"I think he got off easy," Maarek answered venomously.

"So you believe the Emperor is right?"

It was an odd question, and for a moment, Maarek was distracted from the food. "Right?" he asked. "Right about what?"

Zaarin raised a small crystal goblet to his lips, sipped, and returned it to its place on the table. He picked up his fork, appeared to study it for a moment . Finally he spoke again. "Do you feel that the Emperor is infallible?"

Maarek almost choked. This was almost treasonable, and it was only because Admiral Zaarin was such a high-ranking officer, that Maarek even considered the question. It was commonly acknowleged that Emperor Palpatine was beyond all scrutiny.

"I don't see how I could possibly answer that question," he told Zaarin. "It's not possible for me to know."

That seemed safe enough, and the admiral didn't immediately have him arrested, so he decided he had answered correctly.

"So you approve of the way the Empire is run?"

This had to be some loyalty test, Maarek thought. And the fact was, he had been thinking about these very issues lately. Was Zaarin somehow privy to his innermost thoughts? Was he truly disloyal? There was something about Zaarin that put him on the defensive, but he wanted to trust him. He felt nothing but friendly intentions from the admiral, and he hoped he could be candid.

"To be honest," he told Zaarin, "I think the Empire could do better by uniting all the planets peacefully. I sometimes wonder why the Rebel Alliance is still in existence when we so constantly defeat them in battle."

"So you're saying you have doubts," suggested Zaarin.

"No," answered Maarek without thinking. "Not doubts, exactly. Just a little confusion." Was there something in the food that made him talk too freely?

To Maarek's immense relief, Zaarin changed the subject just then, and began talking about the new TIE Defender starfighter. During the rest of the meal, Zaarin was affable, congratulating Maarek on his successes and describing the state of the Empire in glowing terms that somewhat belied the questions he had asked previously.

At one point, Zaarin's assistant, Major Crundha, appeared, whispered something to the admiral, and then left. Zaarin stood slowly, wiping his mouth with a silky napkin, and excused himself.

"I'm sorry, Maarek. I must attend to some urgent business. Please stay as long as you like. There's still plenty of food. I hope you have enjoyed our little moment together."

Maarek thanked Zaarin, also rising from the table, but after the admiral was gone, he sat again and continued eating, unable to leave so many delicacies untasted. He also thought about the admiral's questions, and wondered what ulterior motives the man might have.



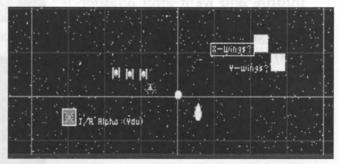
He was stuffed full of food when the robed man caught up with him.

"You will be going on a mission soon to escort the transfer of TIE Defender prototypes to an escort carrier. Be on the alert. We are concerned that all is not as it seems at this research facility. Do you have any questions?"

Maarek belched rather loudly. He had been about to voice his concerns about Zaarin, but now he was too embarrassed. The Order representative said nothing at all, and Maarek tried to imagine the sour expression the man probably wore beneath his hood. It almost made him laugh. Perhaps he had drunk a little too much Norvanian grog with the admiral, after all.

MISSION TWO: PREVENT REBEL AMBUSH





Mission Briefing

The cargo ferry Sela is carrying the TIE Defenders to a rendezvous point near Vinzen Neela 5. There it will transfer the prototypes to the escort

carrier *Hininbirg*. You will fly wingman in a three-ship group of TIE Advanced and sweep the area before the arrival of the *Sela*. Make sure nothing disturbs this transfer operation.

Secret Orders

Lord Vader is displeased at the breach of security at Admiral Zaarin's facility. It is suspicious as we know Zaarin to be an exceedingly careful commander. We want you to take a close look at any Rebel craft that may show up at this rendezvous.

Stele's After-Action Report

Once I came out of hyperspace, I checked the map and found a pair of Rebel CRVs near a nav beacon. I saved them, the *Mar Duun* and the *Vop Hui*, to memory locations F5 and F6. They were about 7 km away from my current location, but there were some enemy starfighters closer at hand. I targeted the nearest one and engaged. My flight group was there ahead of me. I set lasers and shields to maximum recharge and bore down on Y-W

Blue 1, switching to 2/3 throttle when I got near. About that time the Hininbirg entered the area. I quickly pressed the U key to target the Hininbirg and consigned it to memory location F7.

I reacquired Blue 1 and finished him off, cranked the T/A to full throttle and went after another Ywing, this time Blue 2. I continued to take care of Y-wings Blue 3 and Blue 4. Then I noticed that the Hininbirg was trading fire with the corvettes and getting plastered by mines. I targeted the Vop Hui (F6) and then targeted one if its gun turrets. I fired two missiles (in dual-fire mode) and then followed on another gun turret. Then I switched to single-fire cannons and went in firing rapidly. I kept at it until the Vop Hui was destroyed. I also managed to get very close and



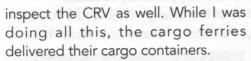
Shooting Y-W Blue 3.



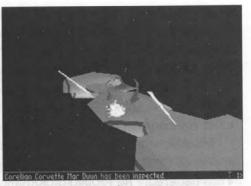
Close up deflection shot on a Y-W



Guarding the Hininbirg.



Now I turned my attention to the Mar Duun, which was lying out mines. The TIE Defenders were leaving their containers on the way to the escort carrier. Meanwhile, several X-wings joined the battle. The cargo ferries entered hyperspace while I shot at mines and the Mar Duun. By the time I had destroyed the Mar Duun, the



Inspecting the Mar Duun.



T/D Delta 1 is about to enter the carrier.

T/Ds had all entered the carrier. Note: I had to hit the *Mar Duun* with heavy fire because once he got below 50% hull damage, he would try to escape.

My wingmen had been busy finishing off some A-wings, so I turned and engaged X-wing Red 7. I had to slow down to do so. I followed Red 7 with Red 8, then Red 6. I had to keep the carrier protected until he reached his hyperspace jump point. I pressed Z to see how long I had to wait. One minute? Even though he was down to about 75% hull, he ought to make it. I kept after any Rebel craft that came near until the Hininbirg had successfully entered hyperspace. I followed soon after. A little more than eight minutes had elapsed.

Debriefing (Win Conditions)

Primary Goals: All TIE Defenders must complete their missions.

ESC Hininbirg must complete its mission.

Secondary Goals: Inspect CRVs Mar Duun and Vop Hui.

Bonus Goals: Destroy all Rebel craft.

Destroy all mines.

Maarek met with Admiral Zaarin once more after the convoy had successfully delivered the TIE Defenders. Zaarin was far more serious at this meeting. He invited Maarek to take a seat in his office and sat on the other side of his desk. Major Crundha stood by his right side.

"I've come to the conclusion, Stele, that you are a loyalist," Zaarin began. Maarek said nothing. "I would like to invite you to lead a special squadron under my command. Would that please you?" he asked.

Maarek was taken aback. He hadn't considered such a possibility. He also wondered what the Order would think of this offer. Would they let him accept? "I am flattered," he replied diplomatically.

The admiral smiled. "If I were to give you an opportunity to lead a squadron of the most advanced starfighters in the galaxy, what would you say?"

"I can't think of a better opportunity, Admiral," Maarek told him, "but I wonder if I deserve it."

Zaarin went on as if Maarek hadn't said anything, casually fingering a ceremonial knife. "You would be responsible to me first, of course," he stated. "Could you place your loyalty in me, do you think?"

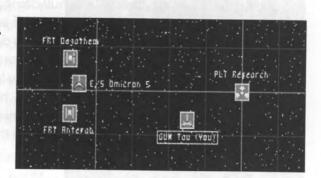
Maarek didn't stop to think about what Zaarin was asking. "Of course, I am loyal to you, Admiral Zaarin. You are an admiral in the Imperial Navy. There's no question of it," he said.

Maarek was beginning to feel uncomfortably warm. "You will serve me?" Zaarin asked.

"Yes," Maarek said despite himself. "Of course."

MISSION THREE: CONVOY ESCORT





Mission Briefing

Admiral Zaarin's research labs have developed a new technology that could provide significant advantages for the Empire. Guard the supply convoy

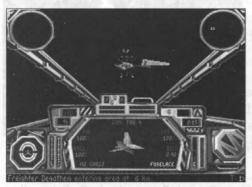
until it reaches safety. You will fly wingman in a four-ship group of Assault Gunboats. Watch out for sneak attacks.

Secret Orders

Keep your eyes open and you may discover an opportunity. If you discover anything significant, we'll know what to do.

Stele's After-Action Report

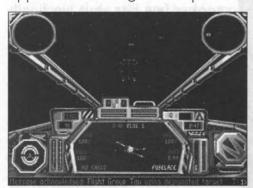
I was back in an Assault Gunboat. It felt sluggish. Still, I had my mission. The research platform was about 3 km away. I quickly charged shields and set recharge rates. Standard mission start. About 10 seconds after my arrival, the convoy arrived. I saved freighters Anterab and Degathem to memory positions F5 and F6. E/S Omicron 5 also arrived. The freighters were about 5 km away.



At mission start, FRT Degathem arrives. FRT Anterab also jumps in.

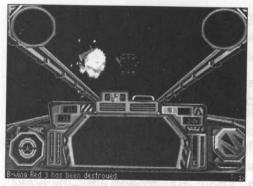


The Rebels wasted no time. A flight group of six X-wings (Blue) appeared and began a torpedo attack on the research platform. Five B-

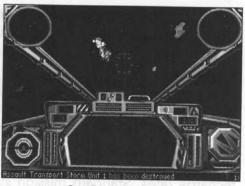


Sending wingmen after an X-wing.

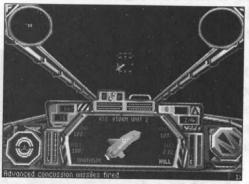
wings from Red group arrived about 7 km from me and I headed quickly to take them out. I ordered my wingmen to attack the X-wings, then sped toward the convoy in case the X-wings were just a diversion. Sure enough, I noticed some Rebel ATRs among the B-wings. I quickly fired three missiles into one of the Bwings, adjusted my shield recharge rate to maximum, and closed in to



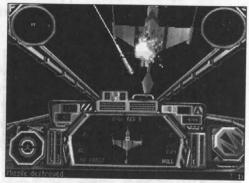
B-wing Red 3 is toast.



One Storm Unit down.

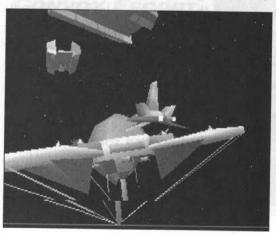


Attacking ATR Storm Unit 2.



Disabling B-W Red 5.

finish off the B-wings with cannons. I got B-W Red 2 and Red 5 that way. Next, I went after the ATRs Storm Unit 1 and Storm Unit 2, firing five missiles into each one right away, then finishing the job with cannons and wingmen. That pretty much did it for my missiles.



It was a nasty business, and I took a few hits, but we finally took out the two ATRs. Something was odd about the Bwings, and we were told to disable one. I'm not sure my wingmen heard the order, so I told them to get busy with some X-wings while I went in to disable B-W Red 3. I went after B-W Red 4 next. I kept ordering my wingmen to attack the X-wings.

Meanwhile, Anterab was docking. I went after X-wing Blue 2 while Blue 6 went up in a fireball — good work by my wingmen! I went after X-W Blue 4 and sent my wingmen after a new group of A-wings. The A-wings were after the disabled B-wings! I joined my wingmen to break up the A-wings' attacks and destroy them. In head-on attacks, I switched to single-fire mode and commenced rapid firing from 1.8 km out. We kept the Rebels engaged until heavy lifter U3f14 was able to get one of the disabled B-wings. Then the freighters entered hyperspace and the mission was complete.

Debriefing (Win Conditions)

Primary Goals: Freighters Anterab and Degathem must complete their missions.

Secondary Goals: Heavy lifter U3f14 must complete its mission.

At least one of B-W group Red must be boarded.

Bonus Goals: Destroy all of X-W group Blue for 1000 pts. Destroy all of A-W group Gold for 500 pts.

"Trace! What are you doing here?" Maarek had been lying down, trying to catch up on his sleep. His meeting with Zaarin had left him drained. He didn't know what he had agreed to, or what exactly had happened between him and the admiral, but he was feeling very agitated and had come to his cabin to be alone, to rest and to think.

The door had announced a visitor — the research facility was full of little technological touches like that — and in walked Trace. Only now he was a major.

"I get around better these days," he answered.

They talked about starfighters and space battles a while — standard pilot stuff about close calls and heroic moments. Then Trace turned serious. He looked around the room as if expecting to see someone else there.

"Maarek, I know you and I have had occasional differences, but I want to

ask you a very serious question."

Oh, no, thought Maarek. More questions. But he nodded. "Go on. . ."

Trace was quiet a moment before he spoke. His eyes bored into Maarek's, looking for something. Apparently he found what he was looking for, because he said, "I've been thinking lately about the Empire. And about the Rebellion."

Maarek felt his heart skip. Was this another test? Why was everyone questioning his loyalty all of a sudden? He was tempted to say, "So have I," but he kept silent.

"I mean," continued Trace, "how do we know we serve the side of right?"

Maarek's answer appeared to surprise Trace. "Does it really matter which side we serve?" he asked

"To me it does," Trace countered. "I've been thinking about your friend Grommet. I heard he defected."

Maarek bristled. "That has nothing to do with me." By what right did Trace bring up Grommet's defection? Especially since it had been so much on Maarek's mind of late.

"Still," Trace persisted, "you were friends. What do you suppose could have made him switch sides?"

Maarek decided to be frank. "I've come to the conclusion that loyalty is nothing like what I used to think it was. I think we are loyal either out of fear or out of an expectation of personal gain."

Trace's eyebrows rose. "So you don't think loyalty can be based on ideals or belief in something greater than yourself?"

"I used to," Maarek responded, "but now I wonder."

"Would it surprise you to find out that I am intensely loyal to an ideal?"

"No," answered Maarek slowly. "No, I don't think I would be surprised. The question is, what ideal is it that inspires your lovalty?"

"Yes," agreed Trace. "That is the question."

"And?" Maarek prompted.

"And, if I tell you, I want your promise — no matter what I say — that you will keep it to yourself."

"That's asking a lot," Maarek told him.

"Nevertheless," Trace said.

"All right. You have my promise." Maarek realized suddenly that he was excited. There was something terrible and yet fascinating about this conversation.

Trace didn't hesitate. "My name is not Trace," he declared. "I'm Hamo Blastwell, an officer of the Rebel Alliance."

Maarek's mouth fell open. He looked at the man before him in utter disbelief. Speechless, he waited for something to happen — the roof to fall in, perhaps.

But nothing happened, and Trace/Blastwell shrugged. "I think there's a decency about you, Maarek. You've never been an Imperial clone or butcher. You know what your problem is?"

Maarek still couldn't speak. He just shook his head.

"Your problem is you haven't seen the truth. You've seen what the Empire wants you to see. The Alliance is dedicated to the freedom of all beings, not just the privileged few. The Emperor and his minions are controlled by the Dark Side of the Force. You must come to understand this to grasp the terrible nature of the Empire."

Finally, Maarek found his voice. "Major, I don't know what you are talking about. Only a short time ago, I would have turned you in for what you've just said, promise or not. But I have been confused to the breaking point recently. Everyone somehow wants me. First Mordon, then the Order, the Emperor, Zaarin, and now you and your bloody Rebels. I don't know what Grommet found on your side of the fence, but I'm tired of everyone pulling on me. Now get the hell out, and count yourself lucky that I don't expose you."

Trace/Blastwell turned to leave, a pained expression on his face, which moved Maarek, despite his anger. "Listen, Major," he added, "I will think about everyone's position. I promise. I can't say you're wrong. I can't say you're right. I just don't know. Can you understand that? I don't even know if I

believe anything anymore."

The truth is, at that moment, he felt like crying for the first time since his father's abduction. Everything had been so simple. Be wild. Fight. Destroy. Follow orders. Now, nothing made sense, and he was caught with no loyalty to give while everyone demanded it from him. His decision? Do nothing for the moment. Change could only bring disaster.

So he let Trace/Blastwell go. He did not turn the impostor in, but Maarek did avoid further contact with him. He tried to go back to the life he had led, to fly his missions, destroy his enemies, and not think twice about it. Unfortunately, the events of his life did not allow him to keep hiding.

Elsewhere, Admiral Zaarin was studying a recent communique from Imperial High Command on Coruscant.

To Admiral Zaarin:

We have recently discovered treachery within the Corporate Sector. The traitors at Galactic Electronics have been selling their new technology to the Rebels. You have been selected to lead a punitive raid on the main Galactic Electronics research platform. This raid should serve as an example to all who would betray the Empire.

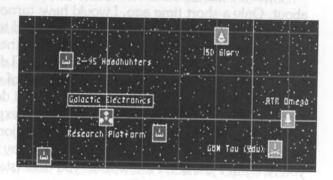
Recover any technology. Take all personnel prisoner. Destroy the base.

Imperial Communiqué No. 4445W-9940-5Q-4

"Major Crundha," said Zaarin after reading the message, "it's time to return to the Glory."

MISSION FOUR: PUNITIVE RAID





Mission Briefing

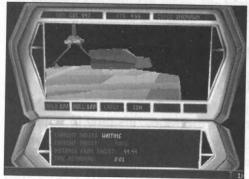
The traitors at Galactic Electronics are to be captured, their assets seized. You will fly as a wingman in a six-ship group of Assault Gunboats. Your task is to clear away any fighter defenses to make room for ATR *Omega*. Destroy any craft that attempts to escape.

Secret Orders

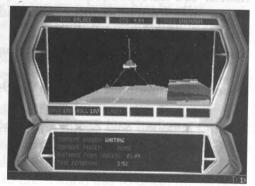
Be on the alert for any escaping craft. Inspect and disable any suspicious ones. Also, try to disable any Rebel craft that might be carrying the new Mag Pulse beam technology.

Stele's After-Action Report

We came in from hyperspace and proceeded with standard mission startup. I checked the map to discover 4 Z-95s on patrol behind us. The research platform was 5 km ahead. On the platform were various transport shuttles, containers, and some additional Z-95s. I saved TRN *GEC U47* to memory location F6 and SHU *Kalree* to F7. Then I targeted the nearest enemy and



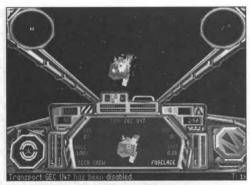
Observing TRN GEC U47.



SHU Kalree

discovered that my flight group was already attacking. Picked Charlie 2 and blasted him with a single missile, then proceeded to take out Charlie 3 and Charlie 4. My wingmen went after Adam 1, so I took out Adam 2, Adam 3, and Adam 4. The traitors at Galactic Electronics would have to do better than this!

By this time, one of the transports had docked with a



Disabling the TRN.

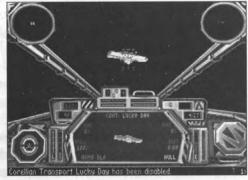
container. I flew quickly to investigate, and shot a missile into the transport as soon as it lifted off. Then I used ion cannons to disable the TRN, trying to avoid fire from the platform at the same time. I flew close enough to inspect the transport, then went after the shuttle *Kalree*, which I also hit with one missile, followed by ion cannons. Imperial assault transports arrived to capture the disabled craft.

The Corellian transport *Lucky Day* launched from the platform, so I switched to missiles and fired when I had a lock, meanwhile increasing my speed to its maximum by lowering all recharge rates. I switched to ion cannons and transferred shield energy to the cannons to keep them turbo charged. Once I had the *Lucky Day* disabled, I flew by to inspect the craft, then went after some Z-95s from Delta group. The action was heating up.

After Delta, I went after more Z-95s from Baker group, using my last missile on *Baker 2*. Somehow, we wiped out all the Z-95s, so I flew in to help disable the platform. Something strange happened then. ATR *Omega* 4 was damaged and continued to fire on the platform even after it was

disabled. I was forced to switch to ions and disable ATR *Omega 4*.

The action was not over yet. A cargo ferry arrived escorted by a pair of A-wings and four Y-wings. I put my lasers and shields to minimum and headed out toward the A-wings. I sent my wingmen after the cargo ferry *Bujiboi*. I learned that the Y-wings were using the new mag pulse technology, so I went after Y-W *Blue*



Disabling the Lucky Day.







PLT XQ2 Pondut gets destroyed.

3 and disabled it. Then I disabled Y-W Blue 2. I kept my wingmen after the A-wings until they were all gone. Then I told them to wait so they wouldn't mistakenly attack the disabled Y-wings. All the enemy craft were gone, and I had only to wait until the Y-wings and the Kalree were captured. I waited and watched until I was sure all the Imperial craft had completed their missions, then I jumped into hyperspace and headed home.

Debriefing (Win Conditions)

Primary Goals: Destroy at least 75% of all Z-95 Headhunters.

PLT Pondut must be captured.

TRN GEC U47 must be disabled.

Corelian Transport Lucky Day must be disabled.

SHU Kalree must be disabled.

Secondary Goals: At least one of Y-W group Blue must be disabled.

TRN GEC U47 must be captured.

SHU Kalree must be captured.

Corellian Transport Lucky Day must be captured.

Bonus Goals: TUGs 4f91, 4f93, 4f94, and 14f1 must complete their missions for 500 pts each.

Destroy B-W group Gold for 1500 points.

Destroy all of A-W group Red for 500 pts.

Destroy cargo ferry Bujiboi for 1000 pts.

In the aftermath of the raid on Galactic Electronics, there was a flurry of activity aboard Admiral Zaarin's flagship, the *Imperial*-class Star Destroyer *Glory*. Hundreds of prisoners were loaded into various holds and cells. Some were subsequently shipped off to other facilities, but still dozens of them remained. There was a steady

stream of shuttles and transports coming and going from the *Glory*, though there was little for Maarek to do, but watch, listen, and wait for the next assignment.

He was in his cabin again — he had taken to spending more time alone of late — when the someone appeared at the door. When he opened it, a stormtrooper stood on the other side.

Seeing a stormtrooper at the door is not an experience anyone looks forward to, and Maarek was no exception. It generally meant trouble, and

Maarek could see no reason to expect anything else.

"Come with me," the stormtrooper ordered, his voice distorted from within his white helmet.

There was no point in arguing or asking where he was going. Stormtroopers never volunteered information, and would not respond to any but the most basic of requests. Maarek left his cabin and the stormtrooper said, "That way," pointing in the direction of the Star Destroyer's stern.

The stormtrooper guided him into a little-used area of the ship, which was temporarily functioning as a holding area for prisoners. They came to a small cabin near the holding cells. The stormtrooper told Maarek to enter the room and wait. Maarek did as he was told, sitting down on a small bench that ran along one side of a long table. He waited.

Minutes later, the stormtrooper returned with a prisoner. The older man had a shock of long white hair and was very thin. That's all Maarek noticed

before his face came into view.

"Father!" he cried, clambering to his feet.

The man looked up. His face was etched deeply with lines of worry, and his eyes were downcast and dull. He looked very tired. It seemed to take a moment for those eyes to focus on the Imperial officer before him, to see past the uniform and realize who it was.

"Maarek?" the man asked slowly, belief very slowly penetrating his shock.

"Father, it's you. It's really you . . . I had just about given up."

The man looked confused. "How long has it been?" he asked. "Months? A year? I don't even know myself," Maarek said.

The man stood a moment more, obviously trying to reconcile what to him was an impossible situation. Then he asked, "And your mother? How is she?"

Maarek reached out and hugged his father. "She was fine the last time I saw her. The war's over," he added, though it seemed to mean very little anymore.

Maarek suddenly realized that the stormtrooper was still standing at the doorway. Still hanging onto his father, he asked, "Why did you bring him here? And how did you know?"

To Maarek's complete shock, the stormtrooper began unlatching his helmet. Slowly he raised it over his head. Maarek had never seen a stormtrooper without his helmet — few people had — and he was terrified for a moment before his terror melted into immense relief.

"Pargo! Pargo! I thought I would never see you again, either."

There were tears in his old friend's eyes. "I've seen you from time to time. Heard a lot about your exploits in and out of starfighters," he said. "But I could never talk to you. It's not allowed."

"I've missed you, Pargo. We used to have so much fun in the old swoop says on Kuan. It's not like that anymore," Maarek said sadly.

"No," agreed Pargo. "Nothing is like it was."

Maarek turned back to his father. "There's so much to catch up on. I'm so happy to see you again."

But his father had stiffened. "So I'm correct in assuming that you've become a hot shot pilot for this gang of thieves and bullies?"

Maarek stepped back a pace. "Yes, father. They ended the war with the

Bordali. They brought peace to Taroon."

"No doubt, they did. And they brought servitude and discrimination, brutality. Maarek, did you bother to see what effect Imperial rule had on your home world? Didn't you wonder why I didn't return to Kuan? I was taken prisoner by the Bordali, but it was the Imperials I was made to serve." The bitterness in his father's voice was palpable. "Didn't I teach you anything?" he asked at last.

Maarek was crushed. He had lived for this moment. Finding his father had always been his dream. And now . . .

But Pargo interrupted. "I'm sorry, Maarek. I must take him back to the cell. If I don't bring him back soon, they'll know something's wrong."

Maarek knew he was right. There was no way to simply release a prisoner of the Empire. And he didn't want anything to happen to Pargo. "Father. I'm sorry," he said. "I've been so confused. I'll get you out of this." He faced Pargo. "Thank you, my friend. Will I be able to see you from time to time?" he asked.

Pargo looked down. "It's very risky for me to do anything outside my orders. I'll try to see you again, but don't ever come looking for me. I'll find you."

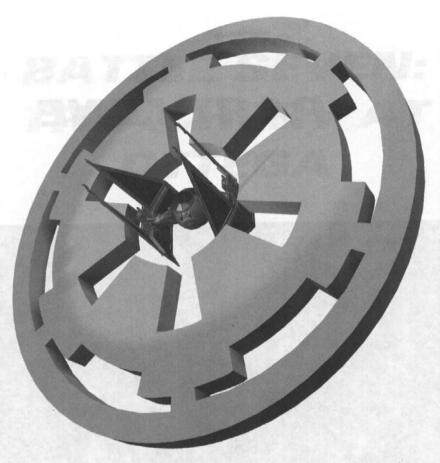
When they had gone, Maarek felt ironically more alone than he had ever felt in his entire life. He went immediately in search of one of the robed men.

"Please," he begged. "I'll do whatever you want. Please let my father go back to Kuan." "You already do whatever we ask," the Order's envoy replied.

"I have served you," Maarek replied, "unquestioningly. I have done everything that you've asked of me. I will continue to do so if you will free my father. Please. It is all I ask."

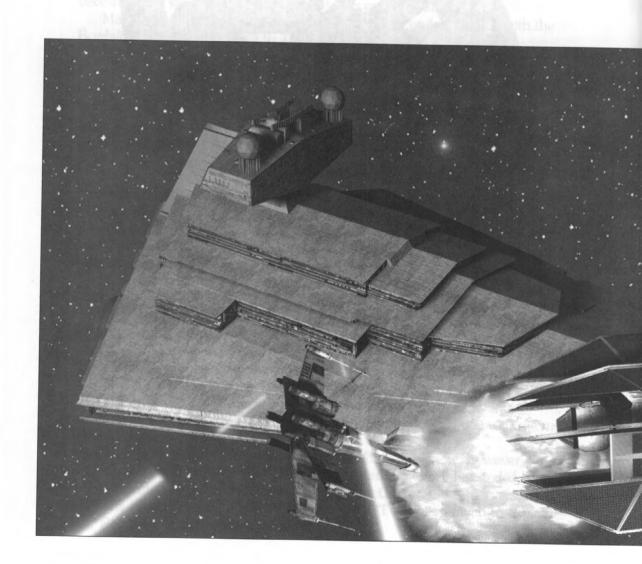
"We will consider it," the robed figure told him. "For now, however, prepare to be transferred. Your usefulness aboard the *Glory* has ended. You will be transferred to Darth Vader's flagship, the *Garret*."

"Will I see my father again?" Maarek asked. "I've got so much to explain." "Perhaps." was the cruptic answer.

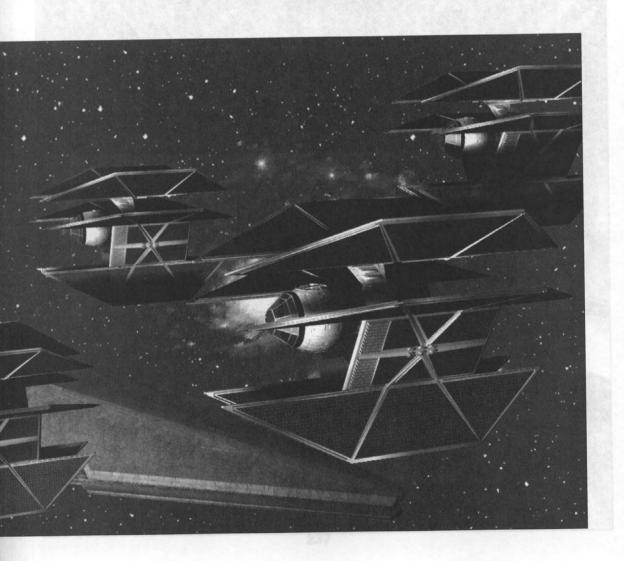


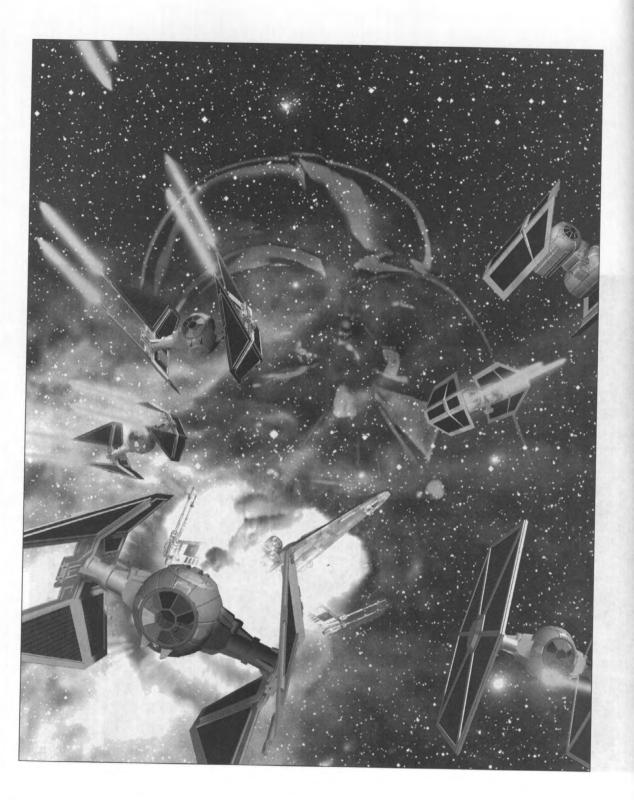
PART NINE

PART NINE



BATTLE SEVEN: TREACHERY AT OTTEGA





PART

Battle Seven: Treachery at Ottega

Maarek was transferred to the ISD *Garret* where he was assigned to an elite squadron of pilots. Some of the other pilots were familiar faces encountered before on one ship or another. Some he had never met. He remained somewhat distant from the crowds, however, and chose to keep his own company.

Maarek's squadron began training on the new TIE Defenders, which were the most powerful and deadly starfighters he'd ever seen. There were only a few Defenders in operation, but most of them were on Vader's flagship. The sleek power of the TIE Defender was almost enough to rekindle Maarek's

martial spirit. Almost, but not quite.

He had heard nothing from the Order about his father, and worried constantly about him, which contributed enormously to the continual inner battle he waged with his loyalties. Thankfully, he had been moved away from Zaarin's influence. Maarek realized in retrospect that he had never been comfortable with the admiral, but had succumbed to the man's power, to some unknown charisma. Yet the opportunity Zaarin had offered had seemed genuine, and at another time he would have seized upon it enthusiastically.

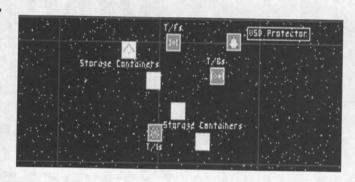
Now, flying the Defender in close maneuvers, Maarek could only dream of

returning to Kuan and leaving the whole war behind him.

Within days, however, word passed throughout the *Garret* that the remains of Harkov's fleet had been located. There were briefings and preparations for a massive operation, and Maarek was swept into the flurry of activity. For the time being, he was able to forget his endless questions and concentrate on battle readiness.

MISSION ONE: TRAP THE PROTECTOR



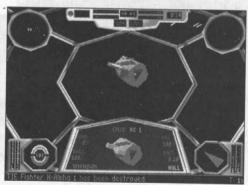


Mission Briefing

Even though their leader has been neutralized, the remains of Harkov's defecting forces have decided to continue their treachery. You will act as leader of a two-ship group of TIE Advanced starfighters equipped with concussion missiles and a new tractor beam weapon which, when activated, will allow you to keep an enemy craft from escaping. You have two primary goals: 1) Destroy the containers destined to resupply the *Protector*, and 2) Protect the Interdictor cruiser *Harpax* from counter-attack. You will face a formidable force of Imperial and Rebel starfighters.

Stele's After-Action Report

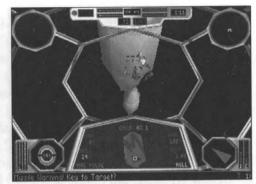
Coming out of hyperspace, I was attacked almost immediately. I figured there was little time to spare, however, and headed quickly toward the containers near the *Protector*. Part of my mission was to destroy the containers, and I set about shooting them up quickly with my cannons, saving my missiles. I was pretty sure this mission would be no



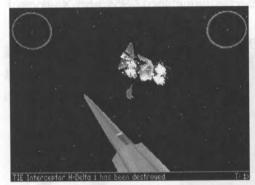
Going after the containers.



Your wingmen take care of the enemy.



Missile warning!



End of a T/I



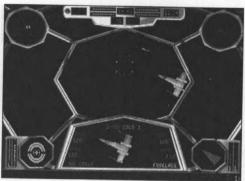
Destruction of the containers.

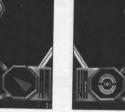
picnic. Escort and protection missions rarely were, and I knew the defecting fleet would go after the *Harpax* sooner or later. I thought missiles would come in handy while protecting the Interdictor. Anyway, it was trivial to destroy the containers. They were all in a line, and I strafed them with single-fire cannon blasts, taking a couple of passes to destroy them all.

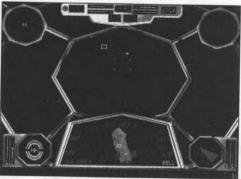
I was taking heat from enemy starfighters, but I kept using the E key to determine who was attacking me and then sending my wingman to get them off my back.

I thought about going after the cargo ferry Whell and the heavy lifter Waq, but decided it would be too dangerous to stay away from the Harpax any longer. After I had finished destroying the containers, TIE Bomber group H-Beta launched from the Protector, but I ignored all the enemy starfighters and set my Avenger on a speed setting and took off for the Interdictor. I figured to take on the enemy from there.

I arrived at the *Harpax* far ahead of my pursuers, which by now numbered several T/Bs and a pair of T/As. I set about taking them out. The Calamari







Z-95 Gold 1

ATR Gold 1

light cruiser Warhawk jumped in and began launching Z-95s and X-wings. I concentrated on the X-wings at first, using a missile here and there, but mostly engaging with cannons as they got within range.

At about 5:20 into the mission, the FRG Akaga appeared and started launching more Z-95s. The Headhunters were going after the Harpax. Two Z-95 groups were especially dangerous. Group Scarlet was armed with heavy torpedoes and group Blue was carrying heavy bombs. I made sure to take them out quickly when they appeared. If necessary, I was prepared to intercept the warheads and shoot them down with my cannons. Finally, some 14 minutes into the mission, ATR Gold arrived and my mission objectives were complete. The Harpax had taken some hits, but it was still intact.

Debriefing (Win Conditions)

Primary Goals: Interdictor Harpax must survive.

Destroy container groups HX, HM, Oxin, and C223.

TRN group Gold must arrive.

Bonus Goals: Destroy heavy lifter group-Waq for 400 pts.

Destroy cargo ferry group Whell for 600 pts.

The *Harpax* was still in danger, and all available pilots were scrambled to go to her defense. It was critical that the *Harpax* survive. Without her, the defecting fleet could escape into hyperspace. The first order of priority was to destroy the FRG *Akaga*.

Maarek overheard two pilots comparing notes in the few moments between launches.

"I didn't find much use for the new weapon," one pilot said. It was Saaryu. He was known to be an ace shooter.

The other pilot was Prakrii, one of the newer pilots aboard the *Garret*. He shook his head. "I don't know what you're talking about. I used the beam to keep my target lined up. Once they were caught, I just fired away."

Saaryu began to buckle up his flight suit, preparing for battle again. "Do it however you want. By the time I get close enough for the beam to do any

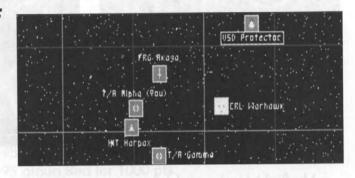
good, I've already got the enemy where I want him. Fragged."

Prakrii laughed. "Either way, it's a dead enemy. That's the point, isn't it." Saaryu smiled savagely. "You got it, Saaryu. That's the only point."

Maarek finished his battle preparations, thinking about what Saaryu and Prakrii had been saying. He used to feel the same way. And when he was in battle, the fierceness returned. It was kill or be killed. But when the battle was over, that was another story altogether.

MISSION TWO: DESTROY THE AKAGA





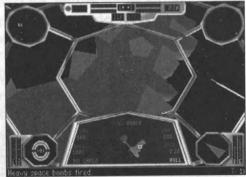
Mission Briefing

The Harpax is in trouble. It is surrounded by enemy forces and is not equipped to hold them off for long. You will fly wingman in a two-ship group of TIE Advanced. Your mission is to launch two heavy bombs at the FRG

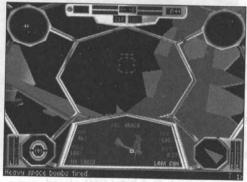
Akaga. You must buy time for the Harpax until more help can arrive.

Stele's After-Action Report

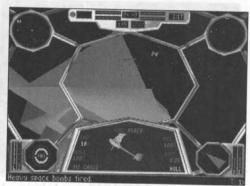
I was armed with two heavy space bombs, and I knew the only chance to get them to hit was to pump up my speed and deliver them at point-blank range against the Akaga. Otherwise, the Frigate's anti-warhead defenses would destroy the slow-moving bombs before they reached their target.



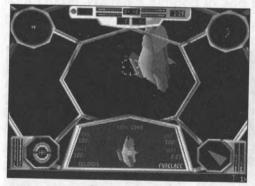
Approaching the Akaga.



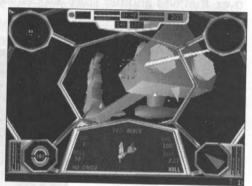
Launching space bombs at the Akaga.



Shields down to 10%.



Getting reloaded.



Hull at 50%

My flight leader and I flew close, until we could practically count the rivets on the Akaga's hull, then let loose. Our bombs hit and the Akaga's shields were pretty much gone. I called for a reload and headed back toward the Garret to pick up more bombs. After my second run on the Akaga, she was down to partial hull strength, so I switched to cannons and

took a couple of firing runs on her. She went up in a glorious fireball, and I looked around for someone else to attack.

The Harpax was under heavy attack by various starfighters. I put on the speed and went to intercept the enemy. First I went after T/B H-Beta 2. Meanwhile, Z-95 Blue 1 targeted me with a missile. I tried to shoot it

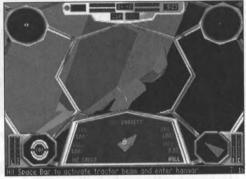


The Garret arrives while you chace a T/B.

down, but missed. Took a hit, but survived and rebalanced shields. I took out *H-Beta 2* and then *H-Beta 1*. I had to slow down to keep them in my sights, but they went quickly under rapid single-fire blasts. Another wave of T/Bs

launched, and I headed straight for them, putting up a shield of rapid single-fire blasts ahead of me.

I kept after various starfighter groups until the *Garret* arrived. Then I stuck around a little longer helping to mop up the enemy, even though my primary mission was complete. Not once during the battle did I consider that my friend Grommet might be flying one of those enemy craft.



Mission complete.

Debriefing (Win Conditions)

Primary Goals: Interdictor Harpax must survive.

Destroy FRG Akaga.

ISD Garret must arrive.

Bonus Goals: Destroy all of Y-wing group Red for 500 pts.

Destroy all of Y-wing group Gold for 750 pts.

Destroy all of Z-95 group Blue for 750 pts.

Destroy all of Z-95 group Red for 1000 pts.

Destroy all of X-wing group Gold for 1000 pts.

The envoy was waiting for him when he came out of the hangar.

"Maarek Stele," said the robe. Was there really a man inside?

Maarek stopped and followed the man into a quiet corridor. The Order liked to meet this way. They couldn't just talk in an office somewhere.

"Be careful, Stele. The danger mounts with every moment."

By this time, Maarek was used to the Order's dramatic ways, but this was too strange. What was he supposed to reply to that statement?

The silence was too disturbing. He had to say something. "Is there a specific task for me?" he asked bluntly.

The robe shook. "No. Be alert. Be wary. Danger may come from unexpected quarters." The man turned and walked away.

With a slight shudder, Maarek, too, turned and headed for the pilot's waiting area. The next mission would soon be upon him and he needed something to drink and a moment to breathe. He always had the impression

that the Order knew much more than they were telling him, and that if they would only come out with it, he'd be a lot better off. Or, perhaps, they knew much less, and were just trying to keep him edgy. If that was the case, they were succeeding admirably.

At length, he stepped into the pilot's lounge, which was a cavernous hall filled with groups of pilots eating, drinking, playing various card and board games, or just talking. Pilots tended to congregate in groups, and on a Star Destroyer, there were so many pilots at any given time, that it was next to impossible to meet them all. Perhaps that's why he hadn't run into Xeal before that moment.

"Maarek!"

The voice was familiar. Turning toward the sound, he recognized his former friend and student.

"Xeal. You're alive." Maarek studied the man who stood before him. This was not the raw recruit, the uncertain pupil, the confident but terrified young man. This was a pilot who stood before him.

Xeal laughed. "I'm not only alive, but, if you had any powers of observation, you'd see that I've already made it to Lieutenant."

Maarek smiled, but inside he was disturbed. "Congratulations." He saluted, still smiling, then motioned toward a nearby table. "Can you sit for a moment?" he asked.

Xeal took a seat, saying, "I know we have only a few minutes before our next mission. I just wanted to thank you for the help you gave me before."

Maarek studied Xeal's face, especially the eyes. They were definitely the eyes of a pilot. A killer. Maarek felt unaccountably sad. "You seem to have done well with it," he said absently.

For his own part, Xeal was carefully scrutinizing his former teacher. "Your reputation has grown, Maarek. But you seem different somehow. Has something happened?"

Maarek shrugged. "Too much," was all he said. "Too much. Too little." He shook his head to clear out the confusion. "It's all right. I've just had a lot on my mind lately."

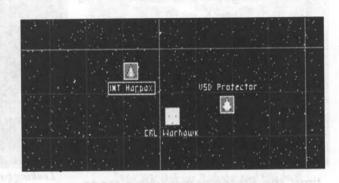
"If we get out of all this, I'd like to hear about it," said Xeal. "Right now, though, we've got some defectors to eliminate. Time to cleanse the wounds to the Empire's integrity."

"Yes," Maarek replied. "At least that's simple enough."



MISSION THREE: RETRIBUTION





Mission Briefing

This mission is an all-out effort to destroy the defecting fleet. You are to pay particular attention to the destruction of the capital ships. You must also protect the ISD *Garret* from enemy attack. You will lead a three-ship group of TIE Advanced starfighters. Look for reinforcements during the mission from Admiral Zaarin's forces.

Secret Orders

Stay alert. Be prepared to act as the situation presents itself.

Stele's After-Action Report

It was time to finish this defection nonsense for good. The traitors would be punished. That's the way the Empire works. So we were going to destroy the *Protector*, and the *Warhawk* for good measure.

I headed for the Warhawk first. She was already down to 50% shields. I launched all my torpedoes at her, point blank, then turned around and called for a reload from TRN CUV 18f1. The TRN was about 8 km away, so I



Picking up a reload.

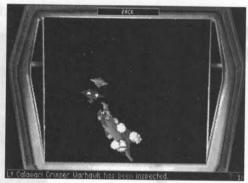
lowered all my recharge rates to zero and sped toward it. At about 2 km, I cut speed to zero and set recharge rates back to maximum. I still had to bleed off a little speed to come to a stop right next to the TRN. There was no time to waste. Once the reloading was complete, I headed back toward the cruiser. She was pretty damaged by this time, so I used a few torpedoes to finish her

off, then targeted the *Protector* and launched the rest.

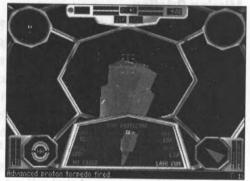
I returned for my second torpedo reload at around 4:12 elapsed mission time. I targeted the Protector's individual laser batteries and lobbed 1 missile at each of them. Once more, I reloaded my torpedo launchers, then returned and blasted the Protector. By this time, the Protector was within range, so I just fired away and called for another load. The TRN had enough torpedoes to load me five times, and I had just called for my fourth reload. I decided to head in and take out the Protector with cannons. She was almost gone already, and her gun turrets were mostly destroyed, so it was safe to fly in close.

The Harpax was under a heavy attack by Rebel CRVs Triumph 1 and Triumph 2. I headed in at top speed and attacked the CRVs and some escort shuttles from Spitfire group. I was able to catch the escort shuttles in a crossfire, and they took some damage from the CRVs.

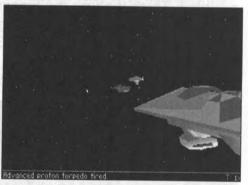
I took out the CRVs with torpedoes and cannons, quickly disabling their guns and then finishing them off. I also shot a few torpedoes at the escort shuttles to avoid having to get in too close. The



Looking back at the remains of the Warhawk.



Firing on the Protector.



The Harpax is in trouble.

Harpax was taking a beating, though, and I was starting to wonder where Admiral Zaarin's forces where, when, on cue, they appeared.

That fool, Zaarin. Now I understood why he had made me so nervous. He was deranged. He was attacking the Imperial ships!



Zaarin's traitorous M/CRVs.



M/CRV Bakaar 3 down to 15% hull.



Can't stop yet . . .

I still had a few torpedoes, and I quickly fired one into each of Zaarin's M/CRVs (Arditi). Then I switched to cannons and looped between them, strafing them on each pass. I had Arditi 1 down to 52% hull on one pass, and finished her off the next time around. The other two followed shortly after. I noticed that the escort shuttles were getting blasted without my help, but then another M/CRV group arrived — Falcon. They were 8 km away, so I

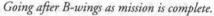
turned my attention to the ATRs of group Upsilon, then took care of some Assault Gunboats from group Z-Tau. The *Garret* launched some T/Bs to go after *Falcon*, but I joined in and helped them take out the modified corvettes. More gunboats showed up, and then three more M/CRVs, this time designated Bakaar. I noticed that I had been fighting now for 25 minutes, and the battle was still raging. I had to avoid some missiles shot by the gunboats, and had to separate a few times to recharge and rebalance shields. But I kept going in after the M/CRVs until they were all destroyed.

I lost the Harpax about then. It just took too much damage. But I kept after the starfighters that remained until there were none left.

In retrospect, I realized that I might have saved the *Harpax* if I had paid more attention to B-wing group Blue when they appeared. I had been too busy with the CRVs.

Attacking an ATR.







Time to meet Darth Vader.

Debriefing (Win Conditions)

Primary Goals: Destroy Victory-class Star Destroyer Protector.

Destroy Calamari light cruiser Warhawk.

Imperial-class Star Destroyer Garret must survive.

Secondary Goals: Destroy all of modified corvette groups Arditi, Falcon, and Bakaar

Destroy all of assault transport group Upsilon.

Bonus Goals: Destroy all Rebel craft.

Interdictor Harpax must complete its mission for 2000 pts.

Immediately after the battle with the defectors, Maarek was detained by four anonymous stormtroopers who grabbed him and said, "Come along, Stele. You're wanted on the bridge." They weren't particularly gentle about it and they hustled him along almost at a run.

The bridge was in chaos. Technicians were busy repairing the damage the *Garret* had suffered during the attack. Others were running around doing the mysterious jobs that kept a starship of the size of a Star Destroyer running. In the commander's chair was the Dark Lord himself, Darth Vader.

Maarek gasped involuntarily when he first saw Lord Vader. All the other activity on the bridge ceased to exist, and it was as if Maarek were suddenly enveloped in silence. The only voice he heard was Vader's. The only person he saw was Vader. He stood at one end of a tunnel. Vader stood at the other.

"Welcome, Colonel Stele," he said, and his voice resonated through Maarek like a great bass drum.

He couldn't speak. He managed a salute, or thought he did. The truth was, he didn't know the difference at that moment between intent and action. But the Dark Lord didn't wait for a reply.

"I've called you here, Colonel Stele, because of your recent association with Admiral Zaarin. Tell me what you know about Zaarin." he demanded.

Maarek found himself speaking, saying things he didn't even realize he had known. "Admiral Zaarin is ambitious. He has been hording technology in the hopes of creating an advanced force to use to take over the Empire. He asked me to lead a special squadron of advanced starfighters. I think he intends to overthrow the Emperor." He heard himself speaking, but he was detached from the words, as if it were someone else who spoke. The only other sound was that of Lord Vader's strange mechanical breathing. Part of Maarek, the part that still represented his own will, realized how frightened he was, and how eerie this all seemed. But there was no thrill of emotion. No adrenalin pulsing through him. He felt like a puppet, and the most frightening aspect of it all was that he didn't care in the least.

Meanwhile, Vader had considered Maarek's words. "You have confirmed what we believed. So much we had surmised. It seems as if Zaarin has developed some dangerous plans, and we believe the Emperor to be in great danger. I want you to join me, Colonel, on an urgent mission. You have trained in the new starfighter. I want you to accompany me and break through Zaarin's lines. I must get to Corruscant immediately. Come. Now."

As suddenly as it had come on him, the silence was broken, and he was once again on the bridge of the *Garret*. Vader stood and walked down to the deck, brushing past Maarek. "Come," he said, and Maarek followed, dazed. His only coherent thought was, He's awfully tall.



Meanwhile, Admiral Zaarin was handed a small holo. Quickly, he shoved it into the viewer.

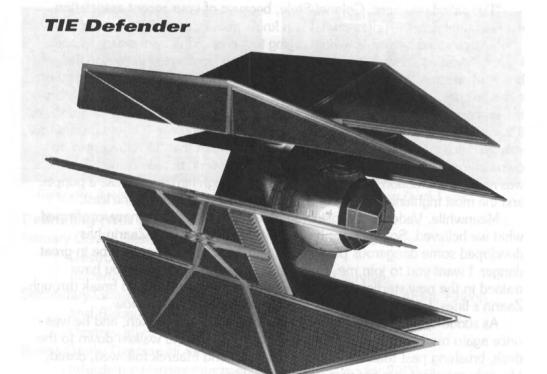
"It shows the plans for the new TIE Defender," said Major Crundha. "One of the officers was trying to sneak it off the ship.

Zaarin studied the holo image for a moment, as if he had never seen it before. He looked up slowly, and when he spoke, his voice was strangely calm. "Show me that officer."

"I'm afraid he's escaped," Crundha answered with obvious reluctance.

"What was his name?"

"Trace, sir. Commander Trace."



Name/Model# TIE/D

Designer/Manufacturer: Sienar Fleet Systems
Combat Designation: Fleet Defender

Crew: 1 pilot

Power System: SFS I-s4d solar ionization reactor

Propulsion System: SFS P-sz9.7 Twin ion engines (rated at 230 KTU)

Speed Rating: 155 MGLT

Flight Control System: SFS F-s5x flight avionics system

Maneuverability Rating: 175 DP

Navigation: SFS N-s6 Navcon computer system

Hyperdrive: SFS ND9 Hyperdrive Activator Unit

Weapons: Four SFS L-s9.3 Laser Cannons (single or fire-linked)
Two Borstel NK-3 Ion Cannons (single or fire-linked)

Two SFS M-g-2 General Purpose Warhead Launchers

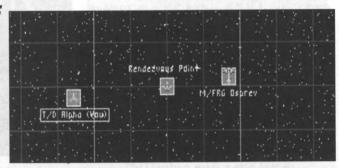
Shields/Armor: Forward/Rear projecting Novaldex Shields (rated at 100 SBD)

Titanium hull with Quadanium Solar

Panels (rated 20 RU)

MISSION FOUR: TIE DEFENDER





Mission Briefing

Lord Vader must warn the Emperor of Zaarin's treachery, but the only craft that has a chance to succeed is the new TIE Defender. There are only a few available, and you will lead a five-ship group in an attempt to break free of Zaarin's trap and join the FRG Osprey. From there, Lord Vader will be able to get to Coruscant and warn the Emperor. Lord Vader will fly in T/D #6. Do not attempt to issue any orders to the Dark Lord!

Secret Orders

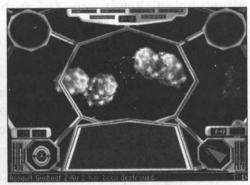
Nothing must stop Lord Vader. You must fight your way out of any trap or ambush!

Stele's After-Action Report

I was still amazed to be flying with the Dark Lord himself, but I was flight leader, and I had to keep my head clear. Once we were in space, I checked the map and put Lord Vader's T/D in memory location F5. I put the *Harpago* in F6. We would need to get rid of the *Harpago* to leave the area.



Target: GUN Z-Mu 1.



Scratch two more enemy ships.

Meanwhile, my flight group was engaging GUN Mu. I took a missile in the forward shields, quickly rebalanced and dove in, taking Mu 1 out quickly. I was able to keep my lasers and shields at full recharge. The TIE Defender was by far the fastest craft I had ever piloted, and even with full recharges, it was more than a match for anything else around. I even had to drop to 2/3 speed to prevent overshooting the GUNs.



More Gunboats.

As I went after Mu 3, Lord Vader sent me an encouraging message over the radio. Well, we took out Mu 3 and Mu 4 while the rest of my flight group went out after another 4-ship group of gunboats that were out near the Harpago. Mu 2 had the misfortune to fly between me and Mu 4 and took a few rapid-fire shots before getting out of the way. I got a message that a mission critical craft was under attack. That probably meant one of the GUNs got a lucky shot on Lord Vader, but he seemed to be OK. I found out who it was, though, and took care of him.

Now I went against the Gunboats of group Tau. They were a few km away, so I put all energy to engines and sped toward them, pumping up the recharge rates and lowering speed when I got close enough to dogfight. I was saving my missiles for the *Harpago*.

About this time, the M/FRG Osprey arrived and sent orders that we should attack the Harpago. We finished off GUN Tau, but I took another missile during the dogfight. The Osprey came under attack from some TIE

Bombers, but I followed orders and took my wingmen in to attack the *Harpago*.

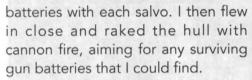
There were Gunboats all around, and I had to take care of them from time to time, but soon I was ready to fire on the *Harpago*. My warning light hadn't gone one, so I knew the *Harpago* wasn't targeting me yet. So I fired my torpedoes at the Interdictor, targeting different gun



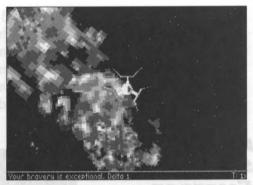
Reload operation complete.



The Harpago is about to go.



There was a tug with more warheads sent out from the Osprey, and I gave it the Board order and headed that way, weaving to avoid return fire. Once I had a new load of torpedoes, I flew back at top speed to launch them at the Harpago. I



The Harpago made a good fireball.



A really good fireball!

fired on it again and went in with cannons to finish the job. In the heat of action three of my wingmen had been lost, but Vader and *Delta 5* and were still with me. The *Osprey* was taking a lot of damage, though, so we we headed full speed toward her, taking out more enemy craft. We had completed the primary mission. Now we just cleaned up what was left and flew into the hangar. I watched Lord Vader's T/D enter, then followed shortly after.

Debriefing (Win Conditions)

Primary Goals: TIE Defender Delta 6 must complete mission.

FRG Osprey must survive until all other goals are completed.

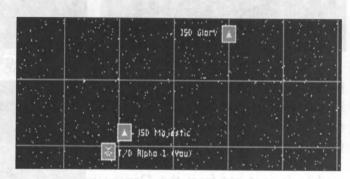
Secondary Goals: Destroy Interdictor Harpago.

Bonus Goals: Destroy all Assault Gunboats.

Maarek boarded the *Osprey* with Lord Vader and the other pilots from the escape mission. Almost immediately the *Osprey* entered hyperspace and jumped to Coruscant. The situation was bad. The Emperor had been abducted by some mysterious means, and was en route by shuttle to Zaarin's flagship, the ISD *Glory*. Once again, Maarek was asked to join Vader and fly the TIE Defender. This time, literally, to defend the Empire, and its leader.

MISSION FIVE: SAVE THE EMPEROR





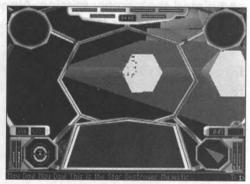
Mission Briefing

The traitor Zaarin has abducted the Emperor and is taking him by shuttle to his Star Destroyer, *Glory*. You must find the Emperor's shuttle and disable it. Then protect the Emperor until help arrives and he is returned to safety. You will be flight leader in a three-ship group of TIE Defenders armed with advanced concussion missiles and a tractor beam. Darth Vader will fly in T/D *Alpha 4*. If he issues any orders, be sure to follow them.

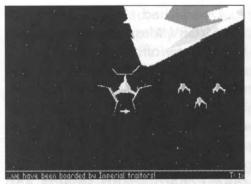
Stele's After-Action Report

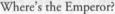
As we entered the battle zone, we were directly to the rear of the Emperor's flagship the ISD Majestic. The ship was in bad shape. I quickly called up the map and put Lord Vader's Alpha 4 in memory location F5 and the Majestic in F6. Zaarin's ISD, Glory, was 18 km away, so I put it in F7 to keep tabs on the traitor's movements.

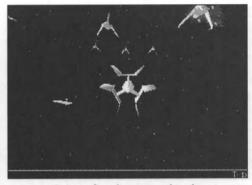
Two 3-ship groups of escort shuttles launched from the Majestic —



The Majestic is in trouble.







Going after the escort shuttles.

Hellcat and Haven. I charged shields and set my recharge rates to maximum, then headed in to inspect first the Hellcats, then the Havens. The three E/S of Hellcat were carrying troopers. I ordered my wingmen to attack *Hellcat 1*. Then I flew in to investigate *Haven 1*. Troopers. *Haven 2* also was carrying troopers, but *Haven 3* was where the Emperor was. I had no idea how they had overpowered the Emperor, but I didn't stop to think about it, either. I didn't care. It was my job to save him. I placed *Haven 3* in memory location F6 since the Emperor was no longer aboard the *Majestic*. Then I turned and helped my wingmen destroy the other escort carriers. I used a few missiles on them, but held back and concentrated on firing with cannons.

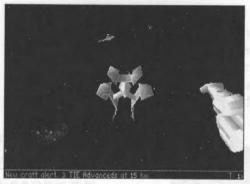


Inspect and destroy.



Here's the Emperor!

When all the escort shuttles were destroyed except *Haven 3*, I ordered my wingmen to attack the *Glory* while I turned my attention to disabling the escort shuttle with the Emperor. I didn't want to disable it earlier. It might have been destroyed accidentally during the battle with the other escort shuttles.



M/CRV Mescue

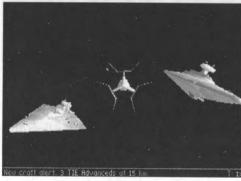
Once I had Haven 3 disabled, the M/CRV Mescue arrived to get the Emperor off the escort shuttle. It was about 4 km. away. About the same time, the Majestic escaped into hyperspace. Though badly damaged, it managed to escape.

The Glory launched a pair of TIE Advanced and I headed out after them, charging up shields and switching to dual-fire missiles. At 2.5

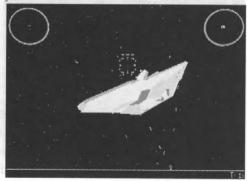
km I began to lock onto the first of the T/As, but he also locked onto me and fired missiles. I fired and switched to single-fire cannons to try to intercept his missile. My missiles hit and took him out. I switched to single-fire missiles. I noticed that T/D Alpha 3 was under attack from one of the T/As, but I had other problems. I had to take care of T/A Z-Beta 2, which I did by turning on my beam weapon, catching him and firing a single missile. Then I followed up with cannons. The beam worked pretty well, and he was toasted almost before he knew what hit him.

About a minute after the arrival of the *Mescue*, the VSD *Vanguard* arrived with Vice Admiral Thrawn on board. The *Vanguard* began launching TIE bombers at about 6 minutes into the mission.

But I was too busy to pay much attention to the *Vanguard*. Next came *Z-Beta 3*. He came at me in a head-on attack and rammed me. We both survived the impact thanks to our shields, but my forward shields took a beating. I was shaken up, too, but I managed to turn in time to see him coming around for another head-on attack. I fired a missile at him, thinking



Star Destroyers



Attacking the Glory.

how much my tractor beam must have shaken him up. My next target was Z-Beta 1, and he went the way of the rest of his flight group. I got a missile hit on him, but then he went into a tight turn and I chased him for a while. Finally, the beam took some effect and I finished him off. Then came Z-Kappa 2. As I was finishing the job on Z-Kappa 2, I got the message that the Mescue had begun



The Mescue has got the Emperor.

boarding operations, and shortly thereafter, the boarding complete message came through. The Emperor was aboard the *Mescue*, so I assigned the M/CRV to F6. It was about 10:20 into the mission. The Emperor was relatively safe now, and it was time to mop up. I targeted the *Glory*. It was still strong, at 94% shields. My wingmen were all gone, so I decided to join the attack on the *Glory* alone. I fired all my remaining missiles at laser turrets, turned off my beam weapon and set all recharge rates to normal. When I got within cannon range, I reset shields and lasers up and set my guns on single fire. I strafed the hull, aiming for gun emplacements. I was trying to get all the guns on one hemisphere when suddenly the *Glory* accelerated and sped out into hyperspace. The traitor got away! But for how long? I knew it was only a matter of time.

At any rate, that was all I could do, so I entered hyperspace and finished the mission.

Debriefing (Win Conditions)

Primary Goals: Shuttle Haven (with Emperor) must be boarded.

VSD Vanguard must survive.

CRV Mescue must survive.

The Emperor was taken to a secret place while plans were made to pursue the traitor Zaarin. Most of Harkov's forces had been decimated, and the Rebels had suffered many losses. In the immediate aftermath of the battle, Maarek was all but forgotten. Lord Vader jumped into hyperspace, but did not return to the *Garret* immediately, and for a short time, the chaos surrounding first Harkov's, then Zaarin's, defections had their effect.

Maarek did have one visitor, a member of the Emperor's Secret Order. "Stele." The voice was low and conspiratorial. Maarek stiffened.

"What is it?"

"Your service to the Emperor has not gone unnoticed," the hooded man intoned. There was no particular warmth in the voice. "In recognition of that, the Emperor has generously offered to spare your father and return him to your home planet."

Maarek was speechless, both with relief and with shock.

"In return," the envoy continued, "you will continue to serve the Emperor until he or one of his representatives releases you from service. Is that understood?"

He had no real choice. He knew that. But the formality of the question was disturbing. Tired as he was of being the Secret Order's pawn, he had reason to be grateful to them. Finally Maarek nodded.

"I will serve the Emperor, as I always have," he answered solemnly.

"Be alert. Your challenges are just beginning. And so are your opportunities." The robed man turned and walked slowly away. Once again, Maarek felt as if he had just played a scene in a badly written holodrama.

The gathering was grand, and the ceremony was attended by the cream of Coruscant society. The Emperor sat on a high throne, well out of reach of the throng. A buzz of excitement stirred the great hall, and a chill draft made the hair on the back of his neck stand up as Darth Vader walked onto the stage, and a silence fell over the gathering. Maarek heard the strange breathing as the Lord of the Sith walked toward him.

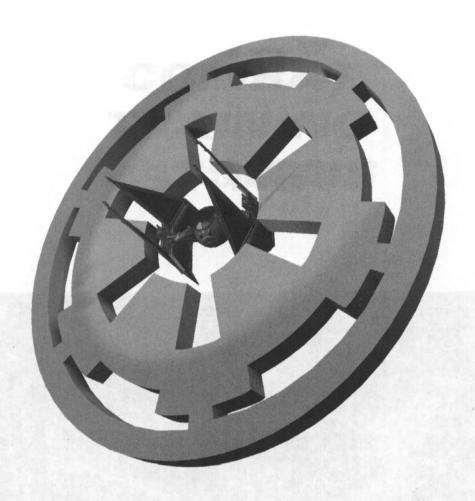
He stood at attention as the Dark Lord personally pinned the medal on his chest — the highest honor imaginable.

"You have done well, Stele. The Emperor is grateful." The man's voice passed through Maarek like a wind, and he shuddered involuntarily.

Maarek's accomplishments were now legendary within the Empire — and without. And, as he stood there at the height of his military glory, he found himself wondering. Looking around him, he saw only the glitter, the shiny façade. But what was the Empire really about? Was it truly the savior of the galaxy, as he had been taught? Or was it more like Ketcher's gem, hard and brilliant on the outside, but pure poison within?

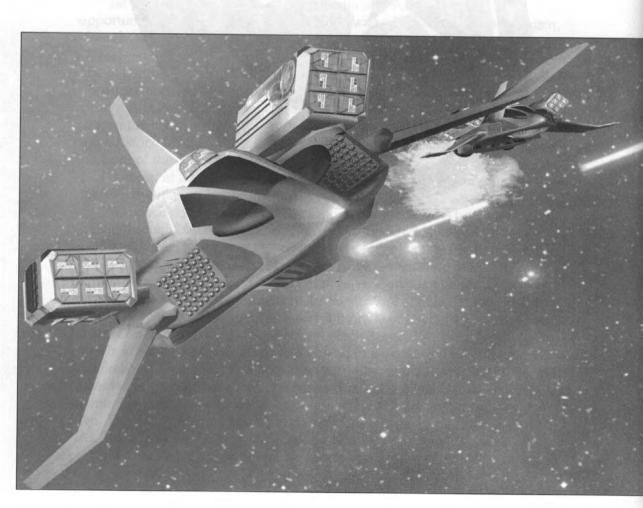
He knew he was searching for meaning in a world of rigid rules and ideals. His dreams of late had been populated with the central figures of his life. He dreamed of friends and enemies, traitors and loyalists. Of Rebels and, often, of home. He felt Lord Vader's gaze upon him. He felt the gathering watching him. Droid-like, Maarek saluted and there was a satisfied murmur all around. But inside, he was thinking of home. Of Kuan and his family.

But it was a long time before he was to see Kuan again. A long time and many adventures later \dots

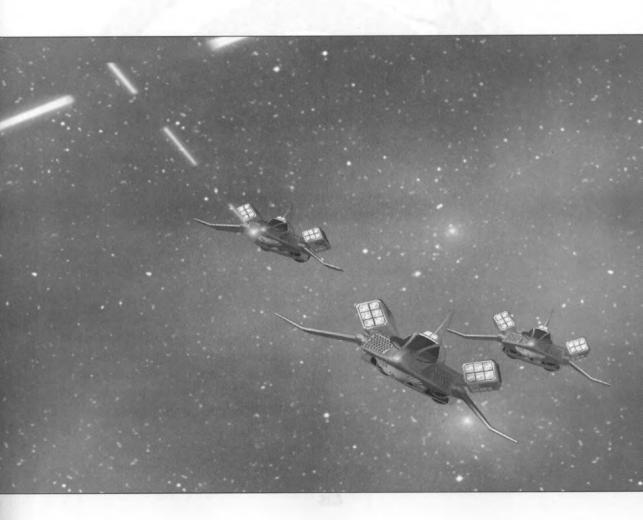


PART TEN

PART TEN



COMBAT TRAINING MISSIONS



COMBAT THAINING MHS SHOWS

PART TEN

Combat Training Missions

Missile Boat Mission 1

Dual Warheads

In this mission, you will learn the capabilities of this new spacecraft. In particular, you will learn to use its huge warhead load to overwhelm the antiwarhead defenses of a Rebel deep-space facility. You will also learn to use the new SubLight Acceleration Motor, called the SLAM, which can double your speed temporarily by drawing off stored energy from your cannons.

You will first attack a Rebel deep-space manufacturing facility. Destroy the factory by using advanced missiles to overwhelm the anti-warhead defenses, then finish the job with rockets from a safe distance. If you wish, stay in the area to engage a supply convoy and relief force. The cruiser *Arjun* will arrive to deliver a reload vehicle, so you may restock your warheads during the mission.

Mission Analysis

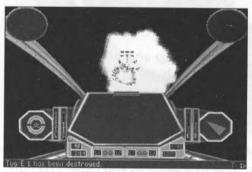
At the start of the mission, switch to the Inflight Map and note the position of the factory, 9.5 km away. Save it at memory position F5. Save TUG E1 at F6. There are eight shuttles and cargo containers arranged in two eschelon formations of four each. The nearest is about 5.5 km away; the farthest at about 9 km.

Go through standard mission start procedures, then switch to missiles and select dual warheads. Transfer cannon energy to shields as you close in on the

factory. A second tug launches, *E2*, and since it is very close, divert your path momentarily and fire a single missile at it. After that, retarget the factory and hit the comma key until the warhead launcher comes up on the CMD. Then hit the SLAM key (N), redirect shield energy to the engines, and fire two pairs of missiles at the warhead launcher. Spin around and hit F6 to target TUG *E1*. By this time, the missiles should have taken the warhead launcher out. Reset shield recharge rates to maximum and check the message log if necessary to note that four Z-95 Headhunters have been launched.

The Z-95s will close as you destroy TUG E1 with a single missile. If you can, take a few shots at the nearest shuttle, then engage the Z-95s, resetting the shield recharge rate to normal. Take out the Z-95s of Red group with missiles. Luckily, the missile boat target acquisition system is faster than on other craft.

Mission Note: The tugs are critical to mission success or failure. If left alone, the tugs will tow the shuttles into the containers and you will lose the mission.



The factory becomes a fireball.

Mission Note: From your mission start point to the deep space facility, it will take you about 90 seconds to cover the 13 km, exactly the same amount of time it would take a missile boat to charge all energy systems fully.

A Note on the Missile Boat

The missile boat is equipped with several energy systems, including the usual shields, laser batteries, and beam weapons. In addition, the missile boat utilizes a new technology called the SLAM (Sub-Light Acceleration Motor). The SLAM, or "overdrive boosters," as they are often called, offer a very rapid increase in speed, using stored cannon energy to achieve this for short durations. Therefore, in piloting a missile boat, it is useful to think of the warhead load, which includes a standard 40 advanced missiles with an additional bay for other warheads - as the offensive firepower of the craft. The single laser cannon is used in some circumstances, but for all practical purposes, the laser battery is best used tactically to store energy for the SLAM. The SLAM is used for quick bursts of speed, for instance to escape or pursue an enemy. It is also used to increase speed temporarily before launching warheads, as the relative speed of the craft is added to the launch speed of the warhead, making the warhead that much more effective and harder to counter.

Once all the Headhunters are destroyed, retarget the factory and switch weapons to rockets in dual mode. Fire off seven pairs of rockets at the factory, then get ready to engage more Z-95s from Gold group with missiles and cannons.

Once the factory is gone, destroy the shuttles with missiles and use a single rocket to dispose of each container. Then finish off the remaining containers with missiles. At about 10 minutes into the mission, primary objectives should be achieved. You may have some missiles left. At this time, four Rebel

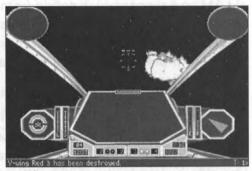
freighters will arrive about 12 km away. Save the first at F5. The Imperial Strike cruiser *Arjun* will arrive about 6 km way. Save the *Arjun* at F7.

The combat untility vehicle won't launch from the *Arjun* until you have launched all your warheads, but luckily there are more targets on the way: Some Rebel Y-wings, fresh from hyperspace.

Put laser and shield recharge rates to maximum to better match speeds with the Y-wings, and start launching missiles in dual-fire mode.

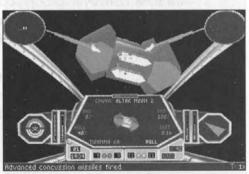
When the Y-wings are destroyed, fire any remaining missiles at the nearest freighter. Now the utility tug will launch from the *Arjun*. Engage the SLAM and head back to rendezvous with the resupply tug. Set all recharge rates to maximum while the tug replenishes your weapon supply. Exercise caution when approaching the utility vehicle so you don't collide with it.

Go back in and destroy the rest of the freighters; several more cargo vehicles will enter the area, including a pair of container transports and three cargo ferries with four B-wings escorting them. Target the nearest Bwing, switch to dual-fire missiles, and



Destruction of a Y-wing.

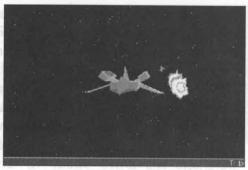
Mission Note: When reloading your missiles, you can disengage and begin flying as soon as the warhead counters begin incrementing. (Explanation: It takes only seconds to load the new weapons on board, but the linking of the computer that displays launch array status takes longer. However, if the resupply vehicle is destroyed during this process, the reload link will be severed and no more warheads will be available.)



Missile attack on a modular conveyor.

turn to engage. Shoot quickly, then fire a third missile to finish it off. Take out the rest of the B-wings using three missiles each.

Now fire a single rocket at the first container transport, and also use a rocket on each of the modular conveyors. You may want to engage the SLAM and shoot at high speed from close to the container transport so its guns can't intercept your rocket.



Finishing off the B-wings.

Four more freighters will arrive as you finish off the modular conveyors with missiles.

A Rebel Frigate arrives, and you'll want to take it out quickly. Fire off six rockets at the Frigate, then use dual missiles in combination with the beam weapon to take out the A-wings. Next, attack the X-wings. Once the X-wings are destroyed, finish off any remaining freighters. In some cases, the freighters are armed and in such tight formation that you may be able to fool them into firing on each other by flying between them.

The mission should take around 21 minutes if executed smoothly, and you may have missiles left over, especially if you save missiles when attacking the tugs and shuttles, which don't have shields.

Debriefing

Primary Goals: Destroy all container I's

AND

Destroy all shuttles

Destroy X7 factory Organarms

Secondary Goals: Freighter group Atrivis Day must be destroyed Freighter group Rim Runner must be destroyed Modular conveyor group Altar Moon must be destroyed Container transport group Kempman must be destroyed

Bonus Goals: Y-wing group Red must be destroyed for 1000 pts
B-wing group Gold must be destroyed for 2000 pts
Nebulon B Frigate *Dahome* must be destroyed for 3000 pts
A-wing group Blue must be destroyed for 5000 pts
X-wing group Red must be destroyed for 4000 pts

Missile Boat Mission 2

Anti-warhead Defense

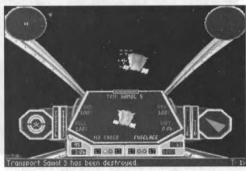
Learn to defend against a multiple warhead attack. Use the missile boat's SLAM and dual warhead launchers to intercept incoming bombs and rockets and destroy the enemy craft. Your mission is in several stages. First, you must defend a container transport engaged in a docking mission with a VIP shuttle. Attacks will come in waves from several types of ships. The first attack involves nine armed transports. TRN Samol 1 is near its weapon release point, so you must hurry to intercept. Later, more enemy craft will attack, including some Imperial traitors in assault transports and TIE defenders.

Mission Analysis

Once you enter the mission, go to the map and save the Silver Bull at F5. Save the SpecWar facility at F6, and save TRN Samol 1 at F7. Return to the action and start your SLAM to gain speed; switch to single torpedos and fire one at Samol 1. (Watching Samol 1 in the threat display, you can watch the transport launch space bombs.) Next, target Samol 4, just behind Samol 1, and fire another torpedo. Don't wait to see them hit, but switch immediate-

ly after launching. Follow this procedure against Samol 7, Samol 6, and the rest of the transports. Now go back to the map and target the space bombs that have already been launched. If you launched your torpedoes quickly enough, none of the space bombs should be more than 2.5 km away.

Take out the space bombs using single fire missiles. When you've fin-



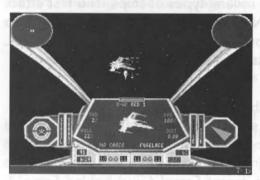
Going after TRN Samol 5.

Mission Notes: Leaving the last transport until you're completely ready is not a bad idea, since destruction of that transport will trigger the arrival of the first wave of Rebel starfighters. By delaying the destruction of this last transport, you give the Silver Bull more time to complete its mission. Waiting until about eight minutes have passed on the mission clock, before destroying the last transport will give the Silver Bull time to get into position for its rendezvous with the SpecWar facility shuttle.

Also, once you get any flight group down to its last craft, you may want to finish it off with cannons, taking your time and preparing for the arrival of the next flight group. Four hits from your cannons is generally enough to cause an attacking craft to abort its attack run and come around for another try.

ished with the space bombs, check to see that all your torpedoes hit. If any of them miss, follow up with another attack using another torpedo, or, preferably, take them out with your laser cannon to conserve missiles.

Once the last transport is destroyed, four Y-wings enter the area. A single torpedo will take out a Y-wing. Since torpedoes are slower than missiles, it's a good idea to save your missiles; faster, more maneuverable craft will be following the Y-wings. You may also want to use torpedoes against the X-



Targeting X-W Red 1.

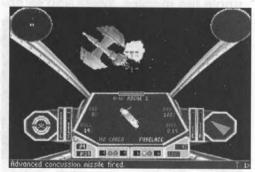
wings which follow the Y-wings, even though the X-wings are better at evading. Pay special attention to any rockets that get launched from these Rebel craft. Immediately switch to missiles and take out any rockets, no matter what else is happening.

Finally, after the X-wings, six B-wings come in. B-wings are tough. The Silver Bull should be heading for its hyperspace point, but it is still quite vulnerable, so be sure nobody

gets close enough to be a threat. Target the B-wings and engage your boosters. Take out the B-wings quickly using three missiles each, or a missile and a torpedo. Using three missiles is faster, and you need to move very fast to get them all before they destroy the *Silver Bull*.

Once you've killed half the B-wings, a pair of A-wings will appear. If you've given the *Silver Bull* the time it needed at the start of the mission, then the A-wings will attack you. There is more than one way to take on the A-wings. You can use the faster missiles, or use the SLAM and the beam weapon simultaneously, and hit the A-wing with a torpedo while it's trapped in the beam.

Once the B-wings and the A-wings are all taken care of, a pair of assault transports and TIE defenders will arrive. Use a pair of missiles on each T/D, or use the A-wing strategy on them. The ATRs can be destroyed with a pair of torpedoes each. Watch that they don't sneak past you while you're engaged with the T/Ds.



Firing a missile at A-W Rogue 2.

It should take about 16 minutes to achieve all the mission goals if you follow this strategy perfectly.

Debriefing

Primary Goals: Destroy all transports

Container transport Silver Bull must survive

X7 factory SpecWar Fab must survive

Secondary Goals: Container transport Silver Bull must be boarded

Shuttle Aluma must complete docking

Y-wing group Gold must be destroyed

X-wing group Red must be destroyed

B-wing group Blue must be destroyed

A-wing group Rogue must be destroyed

Bonus Goals: Container transport *Silver Bull* must complete mission* Shuttle *Aluma* must complete mission for 100 pts

Assault transport group Z-Omega must be destroyed*

TIE defender group Z-Alpha must be destroyed*

* In the first release of Defender of the Empire completing these bonus goals gained no points, but in future releases, they will be worth 1000, 500, and 1000 points respectively.

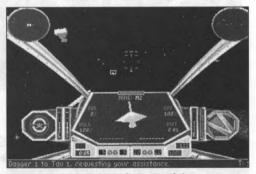
Missile Boat Mission 3 Disabling Minefield

Clear a Rebel minefield surrounding two disabled Imperial corvettes. The type B mines are equipped with ion cannons to disable any enemy craft that get within range.

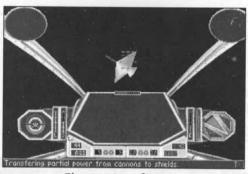
Mission Analysis

You have one wingman in your flight group, and your missile boat is equipped with twenty advanced missiles and ten space bombs.

As you arrive in the area, you will notice that the two corvettes have just been disabled by the mines. There's a minefield to the right and another to the left. Each corvette has been trapped by one of the minefields.



Targeting a mine at the start of the mission.



Close up view of a mine.

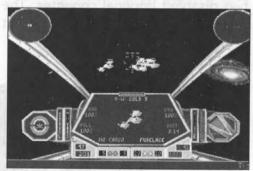
Attack the minefield to the right first. Target the nearest mine (M2) and assign your wingman to attack it. Target the next mine visible and begin shooting with your lasers, with the laser recharge rate at maximum. One laser hit will destroy a mine, and with the missile boat's single laser, you can shoot straight — no need to triangulate linked cannons.

Also note that any laser hit will destroy the mine, even if your lasers are not at full charge.

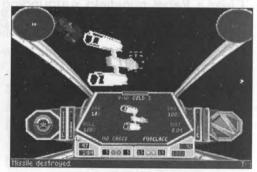
As soon as you have a mine in your sights, fire, then jink or turn to throw off any mines aiming at you. Target another mine and fire. Repeat this procedure, evening out shields as necessary. You will take some hits, so be sure your shields are intact from both sides.

Once you have cleared any mines in your immediate view, press the R key on your console to target the nearest remaining mine. If you're an ace pilot, you can clear this first minefield in about 40-50 seconds.

Head for the next minefield. About the time you've destroyed all but ten of the mines, the Calamari Light cruiser *Planka* will enter the area about 9.5 km away and head in your direction, probably thinking to collect the corvettes. The *Planka* will start launching starfighters almost immediately; five Y-wings from Gold group.



Closing in on a pair of Y-wings.



On the tail of Y-W Gold 3.

You must turn toward the Y-wings to intercept them. The mines aren't going anywhere, and you want to be sure the Y-wings don't fire warheads at the corvettes. Two Z-95s will also launch to support the Y-wings. Put Y-W Gold 1 and Y-W Gold 2 in memory at F5 and F6 respectively, then put Z-95

Yellow 1 at F7. Switch to dual missiles. At about 2.5 km, you should get a yellow lock on Y-W Gold 1. Count to three slowly and fire. Target the next Y-

wing, count to three and fire. You're flying on a direct head-on pass, so you should not need to wait for a red lock. If you're quick, you should be able to fire three pairs of missiles at as many Y-wings before you get the incoming missile warning. The Z-95s will fire their missiles when they get within range.

Switch back to single missiles and take out Z-95 Yellow 1 quickly.



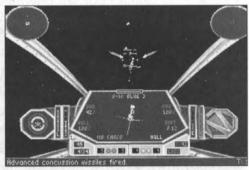
Z-95 Yellow 1

Meanwhile, your wingman may be able to get one of the Y-wings. In any case, it will be up to you to make sure the rest of the Y-wings are blasted.

Once you have destroyed all but one of the Y-wings, finish that last one off with lasers. You needn't be in a hurry at this point, since in all likelihood destruction of the last Y-wing will result in the launching of another wave.

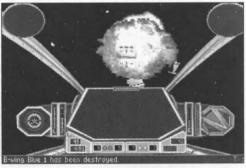


B-W Blue 3 firing torpedoes.

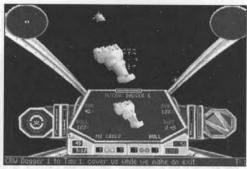


Firing dual missiles at B-W Blue 3.

Four B-wings will launch from the Light cruiser about this time. Order your wingman to attack B-W Blue 1 while you go after B-W Blue 2 with dual missiles. The B-wings are after the two stricken corvettes, so they are on a direct course toward the CRVs, and the minefield, if it hasn't been destroyed already. Use three missiles to take out a B-wing. After



Destruction of B-W Blue 3.



CRV Dagger 1 getting ready to escape

you destroy Blue 2, take out Blue 3 and Blue 4. Fire two missiles at Blue 4, then finish him off with lasers. If your wingman hasn't destroyed Blue 1, you must come to his aid and finish off the last B-wing using lasers.

You will have additional company in the form of A-wings Red 1 and Red 2. They will fire missiles at you. You may have to finish Blue 1 with missiles, and then engage the A-

wings. You may have to take out *Red 1* with dual missiles. Without a beam weapon, it isn't easy to get a lock on the fast-moving A-wing, but it can be done. Using missiles is your best chance to take out the A-wing quickly.

A-W Red 2 will go after your wingman, who by this time may have finished clearing the minefield. ATR Omega will enter the area when the minefield is completely cleared. Check the map frequently and watch out for the arrival of X-wing group Blue, who will go after the corvettes. If any ships get past you and threaten the corvettes, use your overdrive boosters to gain speed and catch up with them, using missiles as soon as possible.

Once all the A-wings and the X-wings are gone, and the minefield is destroyed, your wingman will automatically go after the *Planka*. Your missile boat is equipped with a load of ten space bombs, so you should join your wingman and try to destroy the Rebel cruiser. Get in close and fire all your space bombs.

Keep an eye out for two shuttles that will appear, Lacoda 1 and 2. These evacuation shuttles may be carrying important personnel. Inspect the two shuttles, then take them out.

By this time, both corvettes should be repaired. If you've flown very efficiently, you should be about 9:30 into the mission. Your mission completion message will come soon, when both corvettes have successfully jumped into hyperspace.

If you stick around in the area after you've completed the mission, more Rebel craft will appear. If you want to gain more experience and bonus scores, you can stay and dogfight the arriving starfighters. Three X-wings from Yellow group will enter, followed by more groups of X-wings and A-wings. Each group consists of three craft that will enter sequentially. You will gain 500 bonus points for each flight group you destroy.

Mission Summary

You must stop the Y-wings, the B-wings, and the X-wings. These are the craft that target the corvettes.

When attacking the Z-95s, try to leave one alive. The A-wings will not enter until both Z-95s have been destroyed. Neither the A-wings nor the Z-95s are too great a threat to you. They are equipped with ordinary missiles, so you can absorb a hit and rebalance your shields.

Check the map frequently to make sure no threat gets by you.

Debriefing

Primary Goals: M/CRV group Dagger must complete mission

Mine group M2 must be destroyed

Bonus Goals: Lt. Calamari cruiser Planka must be destroyed for 6350 points

Shuttle group Lacoda must be destroyed for 2600 points
X-wing group Yellow must be destroyed for 500 points
X-wing group Gold must be destroyed for 500 points
A-wing group Yellow must be destroyed for 500 points
A-wing group Red must be destroyed for 500 points

A-wing group Blue must be destroyed for 500 points

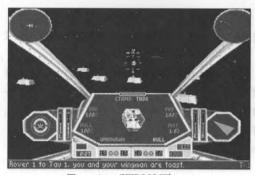
A-wing group Gold must be destroyed for 500 points

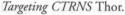
Missile Boat vs. TIE Defender

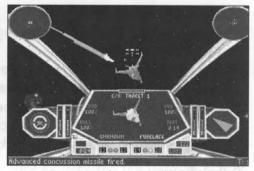
The missile boat was designed to counter the TIE defender. With its large complement of warheads, its beam weapons, and its SLAM overdrive, it is a formidable weapons platform. In this mission, you get to see how effective it is against the T/D. You are the flight leader in a two-ship missile boat group. Your craft is armed with 40 advanced missiles and 30 advanced torpedoes. Most of the T/Ds are parked and should be easy targets. And if you believe that we've got some lovely swamp land on Bampa'k IV you might like. . . .

Mission Analysis

Check the map immediately and notice that there are eight containers with eight T/Ds. Four defenders are from Baker group, the other four are from Charly group. To the left is a group of active T/Ds headed toward you; these are Rover 1 through 4. There's also a container transport called Thor, which quickly launches an escort shuttle. After launching the shuttle, Thor begins to head out of the area.





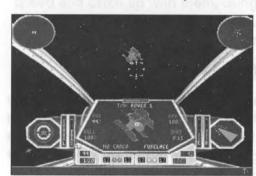


Firing missiles at E/S Thoret 1.

As soon as you leave the map screen, target the nearest of the active T/Ds and order your wingman to attack.

One of the bonus goals of this mission is to destroy container transport *Thor*, and you will have to head out after it immediately if you hope to accomplish that goal. Thor will drop three shuttles before leaving the area in 60 seconds. The shuttles carry pilots for the parked T/Ds, so to avoid battling twelve active defenders instead of only four, reduce *Thor* and any shuttles to debris as soon as possible.

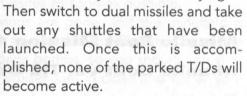
Fire four advanced torpedoes at Thor as soon as you can, destroying it.



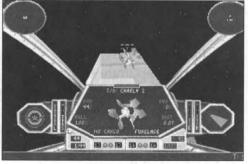
Holding a T/D in the beam; ready to fire.

Rover group, go after the parked T/Ds, which will not show up as active threats. Switch to lasers and use the T key to target each defender. Meanwhile, recharge your beam weapon, just in case.

You should be able to destroy all eight TIE defenders quickly, since there is no opposition.

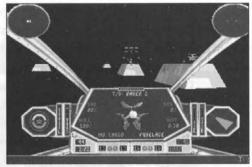


Now hit the R key and head back toward T/D group Rover. Use dual missiles and the beam weapon to take them out. Once you've destroyed all four defenders from



Target practice on T/D Charly 2.

Once all eight remaining T/Ds are destroyed, your primary goals will have been completed. About 10 seconds after you've completed your primaries, M/CRV Holdon and two CRVs Xtram will enter the area. You can stick around and fight these corvettes if you wish. You will want to inspect containers Domm and Duce, then destroy them to gain secondary and bonus goals. Destruction of the



More target practice.

special (crew quarters) container from Domm group triggers the arrival of Imperial Strike cruiser *Yllama*.

Fire four advanced torpedoes at each of the corvettes to take them out and gain extra points.

If you want to stick around, the Strike cruiser will launch quite a few additional starfighters to battle for extra points.

Mission Summary

Hit the R key and send your wingman after T/D Rover. Fire four torpedoes at container transport *Thor.* Finish off any shuttles that have been launched, using two advanced missiles for each. Take out the four T/Ds from Rover group using beam weapon and dual missiles. Do not destroy containers until all eight parked T/Ds have been destroyed. Go after the corvettes with advanced torpedoes, if you have enough left. Inspect, then take out the containers. Stick around and fight the Strike cruiser and its starfighters if you want some additional challenge. You can leave the mission at any time, though. All your goals are completed.

Debriefing

Primary Goals: All TIE defenders must be destroyed

TIE defender Baker 1 must be destroyed

TIE defender Baker 2 must be destroyed

TIE defender Baker 3 must be destroyed

TIE defender Baker 4 must be destroyed

TIE defender Charly 1 must be destroyed

TIE defender Charly 2 must be destroyed

TIE defender Charly 3 must be destroyed

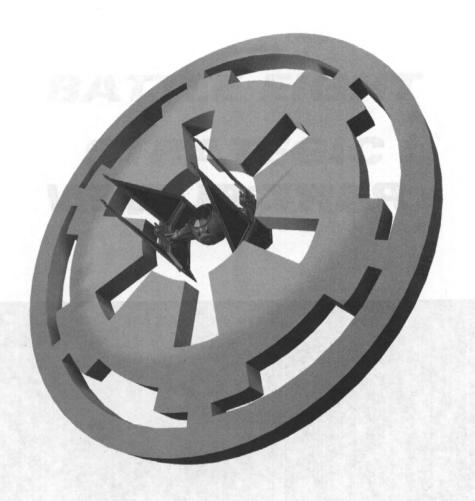
TIE defender Charly 4 must be destroyed

TIE defender group Rover must be destroyed

Secondary Goals: Container A group Domm must be destroyed
Container A group Duce must be destroyed
Bonus Goals: Container A group Domm must be inspected for 1300 pts
Container A group Duce must be inspected for 1300 pts
Container transport *Thor* must be destroyed for 500 pts
Corellian corvette group *Xtram* must be destroyed for 150 pts
Corellian corvette group Purple must be destroyed for 150 pts
R-41 Starchaser group Gray must be destroyed for 150 pts
R-41 Starchaser group Blue must be destroyed for 150 pts

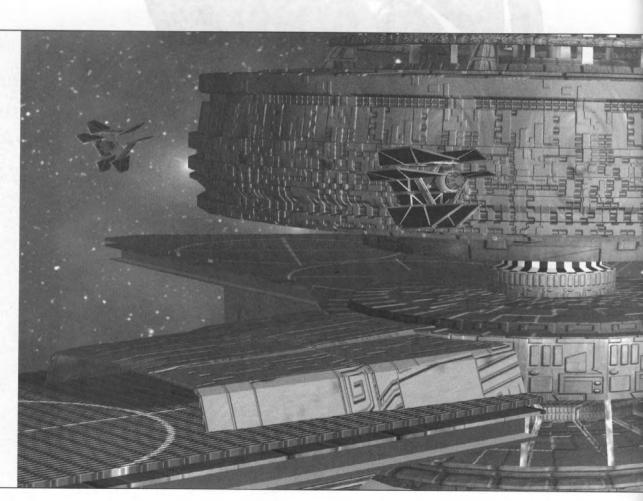
TIE Advanced group Blue must be destroyed for 150 pts
TIE Advanced group Red must be destroyed for 150 pts
Strike cruiser Yllama must be destroyed for 5200 pts



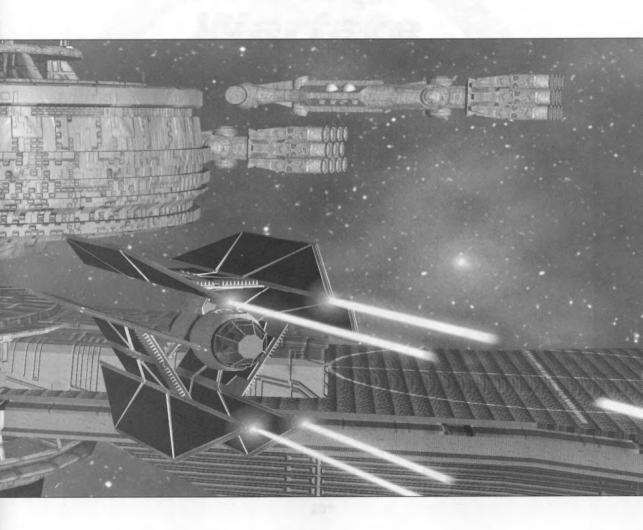


PART ELEVEN

PART ELEVEN



BATTLE EIGHT STRATEGIC WARFARE



STRATEGIC STRATEGIC MANAGEARES

PART ELEVEN

Strategic Warfare

Mission 1

Evacuate TIE Advanced Plants

Mission Briefing

The traitorous Admiral Zaarin has launched an attack on the TIE advanced plants at Omar. We have important personnel working at those plants, and their recovery is of paramount importance. Saving the plants, while desirable, is impossible. You will provide escort for the evacuation of the plants and see that our rescue craft remain safe from attack. Two of the three plants have mostly been evacuated. However, all the personnel at Omar 1 are still awaiting rescue. You will fly a TIE defender equipped with eight advanced missiles.

Stele's After-Action Report

I was the flight leader in a three-ship group of TIE defenders. My T/D was armed with eight advanced missiles. There were no orders from the Secret Society.

As I came out of hyperspace, I noted the positions of the three TIE Advanced plants, Omar 1, Omar 2, and Omar 3. Checking the Inflight Map, I looked for enemy craft. I found M/FRG *Raptor* heading toward

Mission Note: In this mission, use the map frequently to find any TIE Bombers that have slipped by you. It is critical that you intercept these T/Bs.

Omar 2. It had already launched TIE Bombers, which were headed toward Omar 3, and the situation looked bad for the third plant.

I set my lasers to maximum recharge and transferred energy to my shields. Then I targeted T/B Z-Beta 3 and headed toward the Bombers. I was too far away, however. and still about 7 km out when they launched a salvo of space bombs. I knew Omar 3 was doomed. At about 34 seconds into the mission, the Raptor launched five more Bombers. and, hitting the Z key on my console, I discovered that their target was Omar 1. I ordered my wingmen to attack Z-Eta 5, then switched to another Bomber and fired a single advanced missile at it. I was taking some fire from the M/FRG, but I went in to destroy the rest of the Bombers with my cannons. The Bombers obliged by staying in a nice tight formation. With no fighter escort, they made easy targets.

I was reminded of one my favorite strategies against attack groups like this one. I fall in behind the pack, targeting the leader's craft, then lock on with a missile. Because Mission Note: The Bombers from Z-Beta group will destroy Omar 3 and head back to their mothership. There is nothing you can do about it, so don't bother with them at all. Head toward the *Raptor* and intercept group Z-Eta and then Z-Gamma, etc. It's critical that you take out all the T/Bs as quickly as possible.



Targeting T/B Z-Eta 4.



Firing on T/B Z-Eta 5.

the leader is ahead of the others, you can fire a missile and have a good chance of hitting one of the other craft. You keep the red lock on the leader and fire until he gets hit, then mop up the rest.

In this mission, however, I didn't have many missiles, so I destroyed this flight group with cannons instead.

About 1:30 into the operation, T/B group Z-Gamma launched and I went after them. One bit of advice: If you attack a tight formation and one of the Bombers veers off after taking some hits, finish him and then return to the

formation. Otherwise, you'll end up with enemy craft coming from all angles and they'll be harder to track down. This saves time in the long run, assuming you can quickly destroy the strays. Oh, and don't rely on a hull-damaged enemy automatically heading for home. Sometimes they seem to be heading back to their mothership, but then they'll turn back around and launch their payloads anyway. The only good enemy is one that's been reduced to space particles.

A couple of the T/Bs got past me, but that's what I had saved missiles for. I targeted them before they could get too close to Omar 1 and dispatched each of them with a missile.

Next out of the chute were five more T/Bs from group Z-Theta. I ordered my wingmen to attack Z-Theta 1 while I fired a quick missile at Z-Theta 2. In

the dogfight that ensued, *Z-Theta 4* managed to slip by us; I didn't notice him until he was nearly 1 km away. I've found that you can stop a Bomber's attack run if you hit him a couple of times with your cannons. This makes him go into evasive maneuvers and gives you time to catch up and finish him off. That's what happened, and *Z-Theta 4* was soon debris.

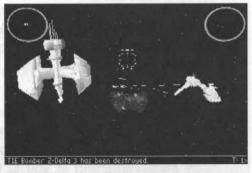
At a little over 6:20 into the mission, more Bombers from Z-Delta group were launched. I quickly used a missile to destroy the last of Theta, then sent my wingmen after the closest Bomber of Z-Delta group. I fired a missile at another Z-Delta, then flew in with cannons blasting. It was about eight minutes into the mission when I finally destroyed the last of Z-Delta, only to be ambushed by two TIE Advanced from Z-Zeta group.

An advanced missile was headed toward me before I knew it. I targetted the missile (using the spacebar), then dropped my laser recharge rate to zero and tried to



Targeting more T/Bs.

Mission Note: Any small break in the dogfight is a good time to go to the map and assess the situation. This lets you target another enemy craft while stopping time in the game.

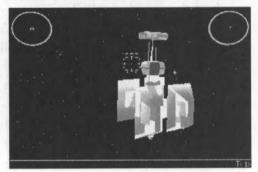


The Raptor firing on the platform.

evade it. I got hit anyway and lost some shields, which I rebalanced while targetting the nearest T/A. He was too close, but his wingman was about 1.9 km away. I switched to dual missiles while evading the one on my tail, and took more hits to the rear shields, but I got my red lock and fired at Z-Zeta 2.

A quick check of the map showed that there were no more Bombers in the area. Omar 1 was safe for the moment. Now it was time to take on the remaining TIE Advanced. I requested my wingmen to cover me, but there were none left. I was on my own. I flew toward Omar 1, luring the remaining

T/A with me. He was annoying me, but I wanted to get away from the Raptor before taking him on. Once I was a safe distance from the Raptor, I turned on him and shot him with cannons in quad-fire mode. It took a few hits, but when all four shots connected, his shields went down quickly and it didn't take long to destroy him. Once that was taken care of, I decided to move back toward Omar



Docking operation at Omar 1.

1. Unfortunately, the *Raptor* was doing the same, and I wasn't going to be able to stop a modified Frigate by myself without more missiles or bombs or something. . . .

The last of the evacuation craft, a Corellian transport called *Timber*, was coming in to dock with Omar 1 and take the refugees to safety. The *Raptor* was coming closer, but it looked as if the *Timber* might complete its mission, despite six new transports from Zaarin's forces which arrived on either side of Omar 1. I stuck close to the *Timber*, escorting her to her jump point and making sure nobody attacked. It was too late for Omar 1, but my mission was to make sure all the evacuating craft were safe.

At about 14:15 on the mission clock, I got the mission complete message. *Timber* had jumped out. I stuck around for a few more seconds, watching the destruction of Omar 1. There was nothing I could do. This was a major victory for the traitor Zaarin. I headed home.

Mission Summary

Use the speed of your craft to your advantage. Stop the TIE Bombers as soon as they launch from the *Raptor*. Even if you get too close and take a couple of hits, you can rebalance your shields and keep after the Bombers. Nobody else is shooting at you at the moment. Take the Bombers out as

quickly as possible. Use a missile as you close in, then finish them with lasers. Use the map often to be sure no T/Bs get by you. Use missiles for any that do. T/B groups Z-Eta and Z-Gamma are each carrying heavy bombs: These are the most dangerous. The other Bomber groups are carrying advanced torpedoes. There is no way to save any of the plants. T/B Z-Zeta carries advanced missiles and targets you, so watch out for them as well.

Debriefing (Win Conditions)

Primary Goals: Corellian transport Timber must complete mission

Corellian transport Hut must complete mission

Corellian transport Libro must complete mission

Freighter Subcom must complete mission

Freighter Teal must complete mission

Container transport Nomme must complete mission

Bonus Goals: Nebulon B-2 Frigate Raptor must be destroyed for 6000 pts

Mission 2

Save TIE Advanced Factory

Mission Briefing

TIE Advanced hyperdrive manufacturing plant ZA-13 was under Zaarin's control, and now his forces are looting and destroying the facility. Your mission

is to stop any craft from escaping with materials stolen from the factory. You and two wingmen will fly in TIE defenders. Your craft will carry six torpedoes. Be on the lookout for Zaarin's starfighters and remain especially watchful for other TIE defenders.

Secret Orders

The Emperor would prefer that you disable any cargo craft and allow us to retrieve their contents, including their ship's log. Once we have what we want, proceed with your mission and destroy them.

Stele's After-Action Report

I was the flight leader in a three-ship group of TIE defenders. I chose to take advanced torpedoes on this mission in place of the regular tor-



Mission Note: This mission is tricky. It's easy to achieve the primary goals by destroying various enemy ships and saving the factory. The difficulty in this mission lies in achieving these goals and also achieving the secondary and bonus goals, which involve inspecting and boarding some of these craft. The mission description provided here presumes that you want to achieve all these secondary goals as well.

pedoes. As I entered the mission area, I charged up my power levels and targeted CRV Z-Oz 1. What happened next was very involved. First, I told my wingmen to attack the CRV. Then I targeted Z-Oz 2 and headed in its direction, switching to the nearest starfighter threat with the R key on my console. T/F Z-Delta 1 and I had a close pass, and I destroyed

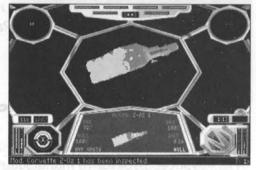


Targeting Z-Oz 1.

him before retargetting Z-Oz 2. I fired three advanced torpedoes at him from a range of more than 2 km. If I had gotten any closer, he would have started

firing turbolasers at me and might have hit my torpedoes. I switched to Z-Oz 1 to see his condition. Once he was weakened, but before he was destroyed, I ordered my wingmen to ignore him (Shift-I). Then I went in with ions and disabled both corvettes.

Somewhere in all this a TIE Advanced from Z-Alpha appeared and went after me, but I ignored him



Disabling Z-Oz 1.

and kept after my mission goals. He was carrying ordinary missiles, and I figured he would be replaced if I destroyed him. I'd deal with him later.

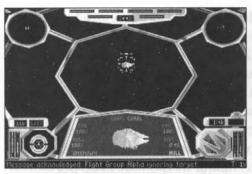
Once the corvettes were disabled, I targeted modular conveyor Cod 1 and sent my wingmen after it. I then targeted Cod 2, firing two torpedoes at him and knocking his shields down. (As I passed by Cod 1, I took a few shots with my canons, but my current target was Cod 2). I used ion cannons to dis-

able Cod 2, then checked on the condition of Cod 1. Shields down. I told my wingmen to ignore (Shift-I) and moved in to disable Cod 1 as well.

All that remained was the Corellian transport *Coral*. By this time there were all kinds of craft in the area. ATRs of Tiger group were boarding the corvettes, while shuttles *Sigma 1* and *2* were boarding



Torpedo attack on Cod 1.



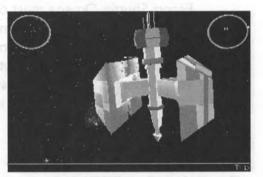
Telling wingmen to ignore CORT Coral.



TRN Z-Elpi

the modular conveyors. I told my wingmen to ignore the *Coral* and to cover me (as I was still being pursued by TIE fighters and the lone T/A) and I went after the *Coral* myself using ion cannons. The TRN launched a missile at me, but it wasn't an advanced design so I let it hit me. After the impact, I rebalanced and recharged my shields. Once the *Coral* was disabled, shuttle *Sigma 3* arrived with a boarding party.

After each ship was successfully boarded and abandoned, I destroyed it, achieving my primary mission goals. When CRV Z-Oz 1 was destroyed, it launched a transport, Z-Elpi, and I inspected it. Z-Elpi was carrying officers, so I disabled that craft as well. Another T/A of Delta group had joined the attack, but I didn't bother with him yet.



Closeup of X7 factory ZA-13.

Mission Note: At about 1:45 into the mission, a T/A from Z-Alpha group is launched and attacks you. If you destroy this one, another will take its place, so it's best to ignore it. Also, once one of the freighters is boarded, another T/A, this one from Delta group, is launched and attacks. Again, it's best to ignore this one since destroying it triggers the launch of two T/As from Z-Zeta group.

Once all the boarding operations had been carried out successfully, I turned my attention to the remaining starfighters. All my mission goals were completed, and I was just mopping up before heading home.

Debriefing (Win Conditions)

Primary Goals: Modular conveyor Z-Cod 1 must be destroyed

Modular conveyor Z-Cod 2 must be destroyed

Corellian transport Coral must be destroyed

M/CRV group Z-Oz must be destroyed X7 factory ZA-13 must survive

Secondary Goals: Modular conveyor Z-Cod 1 must be boarded Modular conveyor Z-Cod 2 must be boarded Corellian transport Coral must be boarded M/CRV group Z-Oz must be boarded

Bonus Goals: ATR group Tiger must complete mission for 2700 pts
Escort Shuttle Sigma 1 must complete mission for 2700 pts
Escort Shuttle Sigma 2 must complete mission for 2700 pts
Escort Shuttle Sigma 3 must complete mission for 2700 pts
Escort Shuttle Omega must complete mission for 2700 pts
Modular conveyor Z-Cod 1 must be inspected for 50 pts
Modular conveyor Z-Cod 2 must be inspected for 50 pts
Transport Z-Elpi must be captured for 4000 pts
Corellian transport Coral must be inspected for 50 pts
M/CRV group Z-Oz must be inspected for 50 pts

Mission 3

Secure the TIE Advanced Plant



Mission Briefing

You are to provide cover for a mission designed to regain control of TIE Advanced factory ZA-13. You must fly CSP (Combat Space Patrol) over the operational area and protect the assault and boarding craft. Your primary charge is to protect the incoming personnel, as well as to be sure Zaarin's forces don't destroy the factory. You will be flying a TIE defender armed with eight heavy rockets.

Stele's After-Action Report

As we entered the area, I headed straight toward the factory. There were no enemies around, so I put all my systems on full recharge. About 10 seconds after we arrived, transport *Java* jumped in and flew past me as she decelerated from hyperspace, also heading in toward the factory.

It was far too quiet for me. I knew it couldn't last, and it didn't. Three



Viewing factory ZA-13 as CRVs arrive.

corvettes from Zaarin's fleet arrived escorted by Gunboats *Z-Tau 1* through 5. I immediately targeted the first corvette, *Z-Caplure 1*, and ordered my wingmen to attack. I was hoping they would get a few rockets off before the Gunboats caught up with us: Two rockets will destroy an unmodified corvette.

I targeted CRV Z-Caplure 2, reset shield recharge to normal, and went in with laser cannons, aiming for the turrets. These regular issue corvettes only have a top and bottom gun turret, and can easily be rendered helpless. If I could disable the turrets, I could save my rockets for later.

This strategy worked fairly well. The corvette launched a missile at one of my wingmen, *Alpha 2*, and he had to perform evasive maneuvers,



Giving the attack order on Caplure 1.



Shooting the turrets of Caplure 2.

but my second wingman, Alpha 3, got off two rockets, destroying CRV Z-Caplure 1. I swung in from above Z-Caplure 2 and shot off its top turret, then looped around and took out the top turret of Z-Caplure 3. Meanwhile, I was taking some heat from the Gunboats, but I kept my shields charged up and continued, taking out the bottom turrets of each corvette.

About 3:00 into the mission, three enemy transports from Z-Omega group appeared and targeted the factory with their space bombs. I knew I would have to stop them immediately. My wingmen were engaged with the



Shooting GUN Tau 4.

Mission Note: If your wingmen don't manage to shoot their rockets, you may want to consider restarting the mission. About one time in three, they will get intercepted by the Gunboats before they can fire at the corvette. Also, if you have trouble shooting the gun turrets, try using ion cannons to disable the corvettes, which is also quicker than destroying them.

Mission Note: The cruiser *Gemini* enters the area when two of the three corvettes have either been disabled or destroyed. So the best tactic is to have your wingmen destroy *Z-Caplure 1*, then disable the second, and destroy the third.

Gunboats, so I figured it was up to me. I targeted Z-Omega 1 first, destroyed it quickly, then took out the other two transports. About a half minute after the arrival of Z-Omega, transport Java successfully captured the factory. This left the Carrack cruiser Gemini, which had entered the area and was closing in on the facility.

(I had heard that cruisers of this type have a blind spot much like that on the corvette. If you can get in tight and close near the rear engines, they can't shoot at you and you can nail them safely.)

I fired all my rockets at the cruiser from more than 3 km away. I wanted to fire from outside laser range so they wouldn't hit my rockets while aiming at me. The rockets weakened the cruiser considerably, and I was able to go in with my ion cannons and disable it. I tooks some hits, but I kept my shields balanced and charged, and managed to disable the craft with a sweep along the length of its hull.

That ended the immediate threat to the factory. Now I helped mop up the remaining Gunboats and an annoying TIE Advanced that had joined the battle.

At 9:50 on the mission clock, the final ship, ATR *Themor 2*, arrived. Once its docking operation was completed, all the primary objectives of the mission had been accomplished. Fifteen seconds after receiving the mission complete message, the ISD *Render* appeared and I was ordered into the hangar.

Mission Summary

To complete this mission, order wingmen to attack CRV Capture. Disable Capture and destroy Capture. Save your rockets. Destroy the three transports from Z-Omega group as quickly as possible, then fire all your rockets at the cruiser Gemini. Use ion cannons to disable her, then mop up the rest of the starfighters in the area. That's about it.



Going after TRN Z-Omega 3.

Debriefing (Win Conditions)

Primary Goals: Assault transport *Java* must complete docking
Assault transport group Themor must complete docking
Shuttle group Sigma must complete mission
Escort shuttle group Omega must complete mission
X7 factory ZA-13 must survive

Mission 4

Supply TIE Advanced Plant

Mission Briefing

The Rebels are attacking a supply convoy bound for the recently recaptured TIE Advanced plant, ZA-13. You must fight off the Rebels and keep the convoy safe. You will lead a three-ship group of TIE defenders. Your T/D will be armed with 16 advanced missiles. Be on the lookout for attacks by new Rebel craft entering the area, as well as by any other unfriendly craft, including Zaarin's.

Stele's After-Action Report

We jumped into the area and found ourselves immediately in the thick of a battle. Two cargo ferries, *Terry 1* and *Terry 2*, were firing on two Y-wings. Quickly, I targeted the nearest Y-wing and fired, scoring a kill almost instantly. The other Y-wing went down before I could get at it.

The next-nearest enemy fighter was B-wing Red 3, almost 10 km away. I told my wingmen to go after him and headed that way myself, firing two missiles once I was within range before going after the other two B-wings of Red group. A group of Z-95 Headhunters was next. I targeted one of them and ordered my wingmen to attack, then switched my attention to a four-ship group of Y-wings heading our way. I decided



Cargo ferries firing on Y-wings.



Close up view of a container transport.



Sending wingmen after B-W Red 3.



Shooting B-W Red 3.



B-wings attacking factory.

Mission Note: When you reach a lull in the battle, you may have some advanced missiles left, but nobody to shoot them at. However, you may want to reload your craft. If you do want to reload, fire all your missiles off and bring in your resupply ship. Reload now, or immediately after taking care of the next group of Y-wings.



Attacking a Z-95.

to stop them next. I targeted the first two in succession and shot them down with two missiles each; then I went in after the remaining two with lasers. I put my shields and lasers on full recharge to drop closer to the Y-wings' speed.

By this time, B-wing group Gold had entered the area, but they appeared to be attacking the factory. I was more worried about the convoy than the factory, which could withstand a few B-wings. Z-95 group Blue was also in the area, and I started to attack them with lasers. I had four advanced missiles left, but I wanted to save them, just in case.

Then the alert came: Four Rebel Corellian corvettes had jumped in and were headed straight for the factory. I finished a Z-95 quickly, then headed toward the corvettes and began taking their gun turrets out, starting with the bottom ones, then looping back to get those on the top. My wingmen destroyed CRV Cobra 3 as I was doing this. Within about three minutes, all three corvettes were disposed of, and I







Shooting the laser turrets on CRV Cobra 3.

turned my attention back to the Z-95s that remained. This took another minute or so, and then the area seemed to be clear of enemy craft.

About 12 km away, a group of Y-wings entered the area, and I headed toward them. That's when I realized I had no more wingmen. I targeted the Y-wings with missiles in dual-fire mode, and shot the first two that way. Then I finished the others off quickly with canon fire.

After fragging the Y-wings, I headed back toward the factory. I had just fired my last missiles, so I called for a resupply.

At about 15 minutes into the mission, three A-wings appeared and I started taking them out with missiles. At about 17 minutes, I got the mission complete message as the last of the convoy operations was completed. I was still fighting the A-wings. A few seconds later, some X-wings appeared. It was decision time. I could stay and dogfight A-wings and X-wings, or I could head for home. I fought the starfighters a while, then jumped out of the area when I'd had enough.

Debriefing (Win Conditions)

Primary Goals: X7 factory ZA-13 must survive
Cargo ferry group Terry complete docking
Container transport Contel must complete docking
Modular conveyor Vendor must complete docking
Modular conveyor group Dromii must complete docking

Bonus Goals: Cargo ferry group Terry must complete mission for 200 pts
Container transport *Contel* must complete mission for 200 pts
Modular conveyor *Vendor* must complete mission for 200 pts
Modular conveyor group Dromii must complete mission for 200 pts

Mission 5

Capture Mag Pulse Weapon



Mission Briefing

The Rebels used a new weapon in their attack on the Rope 17 convoy. It is called the mag pulse. The Emperor wants to obtain that technology. Consequently, we have followed the fleeing Rebel craft and have discovered the platform where the weapon is produced. You will jump into the area and disable the platform in preparation for our capture and boarding operation. We will recover any mag pulse warheads after the operation is successfully concluded. You will fly as the number two ship in a three-ship group of TIE defenders. Your craft is armed with eight heavy rockets. Along with an expected Rebel counterattack, there are rumors of a new craft that may be employed. Be prepared.

Secret Orders

The Emperor wants prisoners from this mission. Disable any craft that attempt to escape the platform as it falls under Imperial control. We are looking particularly for officers and technicians who worked on the mag pulse technology.

Stele's After-Action Report

Our mission was to capture the Rebel base and their new weapon called the mag pulse. This weapon, when fired on a capital ship, knocks all their defensive systems down in one blast. Because the capital ships have much more complex energy systems, they are unable to restore system power without major down time. When fired against a starfighter, the mag pulse knocks out

all the lasers, but only for a few moments. The simpler design of a starfighter lets it recover more quickly than the larger, more complex capital ships.

We entered the area and immediately I spotted a Rebel shuttle. I ignored it, however, as our mission was to get that platform disabled as quickly as possible. The shuttle could wait. I ordered my wingmen to



The Rebel shuttle

attack the platform and fired five rockets at it as soon as I had a lock. By that time, some Z-95s were close to attacking, and I went after them while the

rockets made their way to the platform. My wingmen had also attacked the platform.

I cleared out the Headhunters and then checked to see that the platform's shields were down and my wingmen were using ion cannons to disable it. I joined them, and moments later we were successful. I told my wingmen to ignore the platform, just in case they might get trigger happy. It launched a transport at that moment, and I took off to inspect the TRN, reconfiguring my energy settings for more speed. I disabled the transport with my ions, then returned to the battle. Several boarding craft had been sent in.

After I had disabled transport Blue, I began fighting the X-wings that had entered the area. One of



Firing rockets at the platform.



Disabling the platform with ion cannons.

the X-wings hit me with the new mag pulse weapon and all my lasers were drained. I had to maneuver around until they recharged, then I went after the X-wing that had shot me and destroyed it. I noticed two modified corvettes, Rampart 1 and 2, and I went in to inspect them. This was one of the tasks that I had to perform for the Secret Society. Finally, I had my wingmen help

me attack and destroy the corvettes, using my remaining rockets on them to make the job quick. That accom-

Mission Notes: If you're coming in a head-on pass at another starfighter, start firing at about 1.8 km. Even though they are out of range at that moment, their speed will bring them into range and you'll get some hits on them before they begin firing.

Also, one of the bonus goals is to inspect the modified corvettes, but you don't have to destroy them. If you disable one or both of them, then the Bwings from Blue group will not appear, so that's a way to keep the odds a little more acceptable.



TRN Blue tries to escape.

plished, I went back to the dogfight until the ISD *Sceltor* arrived.

We fought a variety of Rebel craft — T-wings, X-wings, A-wings, and B-wings — but soon the area was clear of enemies and the platform was secured. I had completed all my goals and it was time to go home. The Empire now had the mag pulse technology.

Mission Summary

First, fire off five rockets at the platform. Then engage the Z-95s of Yellow group. Once they are taken care of, disable the platform, then tell your wingmen to ignore it. Inspect and disable transport *Blue*, inspect and disable or destroy M/CRVs Rampart, then dogfight all remaining enemy craft until docking



ATR Leopard calling for help.



T-W Gold 1

operations have been completed and all enemy starfighters are gone.

Debriefing (Win Conditions)

Primary Goals: Assault transport Leopard must complete docking
Transport Omega 1 must complete docking
Transport Omega 2 must complete docking
Escort shuttle Sigma must complete docking
Platform XQ2 RS-32 must be captured

Secondary Goals: Transport Blue must be captured

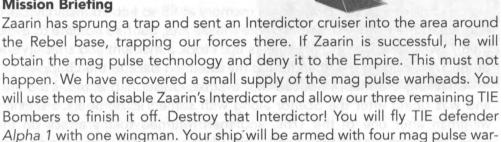
Bonus Goals: Assault transport Leopard must complete mission for 100 pts

Transport Omega 1 must complete mission for 100 pts Transport Omega 2 must complete mission for 100 pts Escort shuttle Sigma must complete mission for 100 pts Transport Blue must be disabled for 250 pts M/CRV group Rampart must be inspected for 150 pts

Mission 6

Trapped

Mission Briefing



Stele's After-Action Report

heads. Make them count!

My ship was equipped with the newly acquired mag pulse technology, and I had four of the armed mag pulse warheads on board. Our mission was to save Admiral Thrawn's VSD Sceltor and destroy the Interdictor Grappler that had us trapped in this sector of space. We had no other goals.

In theory, this was a simple mission. Incapacitate the Interdictor



The Shadow blasting my ship.

with the mag pulse, then escort Bombers in to finish her off with their rockets. When we launched into the battle zone, however, we were faced with a decision. The M/FRG Shadow was threatening our Star Destroyer, but we had a specific mission, so I turned around and headed toward the Grappler



The Sceltor



The Grappler

to deliver my mag pulse payload, ignoring any other threats. I set laser recharge rates to maximum and headed toward the *Grappler*, sending laser energy to my shields as I went. I took a missile in the rear shields before I had a chance to react, and quickly rebalanced my shields and told my wingman to cover me. I put *Grappler* in memory at F5 so I could instantly call it back up in the CMD. I sustained more missile hits, but had no time to avoid them; I was busy keeping my shields up. I took a moment and shot up one of the T/Is dogging me, then turned my attention back to the *Grappler*.

Checking the map, I noticed that a Strike cruiser had entered the area and was going after the *Sceltor* along with some TIE Bombers. I sent my wingman after one of the T/Bs, and then returned to my attack on the *Grappler*, which by this time had launched four more T/Is. I launched a mag pulse warhead from 4 km, but the *Grappler* countered it with an advanced missile. I knew then that I would have to get in close to deliver the blow. Even after launching from very close to the Interdictor, I was worried that the *Grappler* might block my shot with a laser blast, but my warhead hit home and the ship's systems went out. Now it was up to the Bombers.

Even though the TIE Interceptors of Z-Delta group were after me, I decided to ignore them and head back to help protect the *Sceltor*. My intention was to go in after the TIE Bombers and also to hit one or both of the larger ships with my remaining mag pulses.

As I neared the *Sceltor*, I saw that the Strike cruiser *Serpent* was exchanging fire with her, so I target-



T/I Z-Delta 4

ed the *Serpent* and got ready to launch a mag pulse. The area was full of starfighters of all kinds and I had to be careful as I approached the *Serpent*. I refrained from firing any lasers and drawing attention to myself, but flew in very close to deliver the mag pulse warhead. Once the *Serpent* had been hit with the mag pulse, her systems went down and she was helpless. The *Sceltor* would have no trouble finishing her off now.

I had one more mag pulse warhead, and I used it on the Shadow.

Finally, I turned my attention to the Bombers attacking the *Sceltor*, and began picking them off one by one. Meanwhile, our Bomber force from Eta group was headed toward the *Grappler*, intending to finish her off. I checked the map to see if there were any immediate threats to Eta and, not seeing any, I redoubled my efforts against the enemy starfighters.

Once all the enemy Bombers were destroyed, I took on some of the TIE fighters and TIE Interceptors that were still harassing me. Then I headed toward the Interdictor to help T/B Eta with their job. At the very least, I could draw off some fire so the Bombers would have an easier time and would, hopefully, survive long enough to finish the job.



The Serpent

By the time I arrived, only one of our Bombers was left. I flew in and drew fire from the Interdictor, while also dogfighting the Interceptors that were in perpetual pursuit. Eventually, the Bomber's rockets pierced the Interdictor's hull and she blew up. I had managed to stay alive. The *Sceltor* was damaged, but headed for hyperspace. Once she was gone, I followed, as soon as I got the mission complete message. The area was still full of starfighters, but I had had enough.

Mission Summary

Head toward the *Grappler* at full speed with your laser recharge rate up one notch; 75 percent. Your wingmen will engage the TIE Interceptors that follow you, probably destroying a few. The sooner you get to the *Grappler*, the better. Fire a mag pulse from close range and be sure it hits. Now return to the Star Destroyer and disable the Strike cruiser and the Modified Frigate with mag pulses. T/B Z-Eta is the most dangerous group. They carry heavy bombs. T/B Z-Beta are carrying proton torpedoes and are a less severe threat. Finally, the TIE Interceptors from Z-Delta are carrying advanced missiles and can really mess you up. Be careful around them.

Once you've disabled the big ships and taken out the T/Bs, take care of Z-Delta and head back to the *Grappler* to help your Bombers complete the Interdictor's destruction. (You may want to take out Z-Delta before the Bombers if they are causing you too much trouble.) Once the *Grappler* has been destroyed, the *Sceltor* will jump into hyperspace within a minute or two. Mission complete.

Debriefing (Win Conditions)

Primary Goals: VSD *Sceltor* must complete mission Interdictor *Grappler* must be destroyed



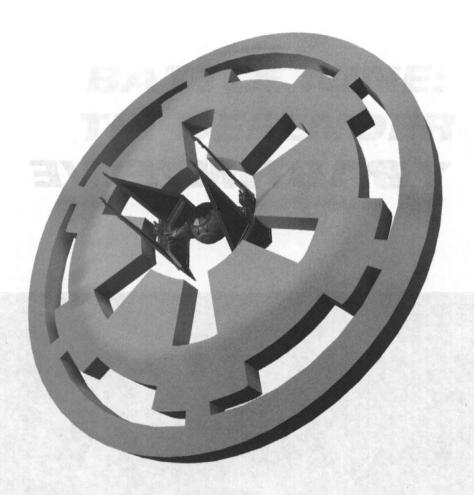
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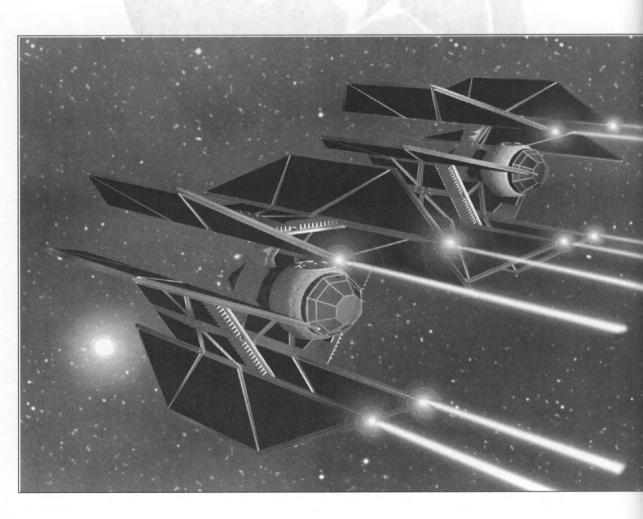
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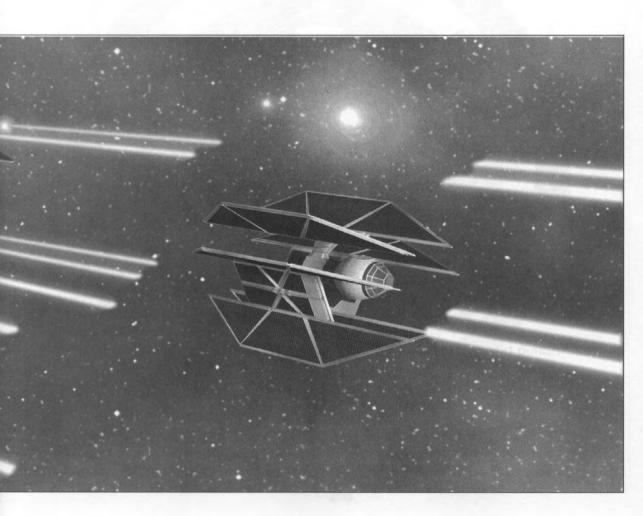


PART TWELVE

PART TWELVE



BATTLE NINE: TIE DEFENDER TECHNOLOGY



BATTLE NINE: THE DEFENDER SUBSTITUTE OF THE

PART TWELVE

Battle Nine: TIE Defender Technology

Mission 1 Capture Platform

Mission Briefing

Zaarin's forces have taken control of the TIE defender research facility. You must prevent his forces from taking the Empire's technology and equipment, or sabotaging the facility. Your flight group of TIE defenders will team with ATR Omega to thwart Zaarin's plans and regain control of the installation. Your task is to eliminate any starfighter cover Zaarin's forces have mounted. ATR Omega will then enter and destroy any cargo vessels found. After that, the platform must be disabled, and ATR Omega will deliver a task force of stormtroopers to resecure the platform. When the mission is under control, ISD Adarga will enter the area.

Secret Orders

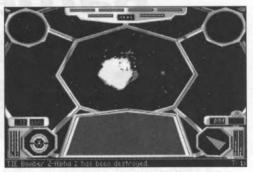
The Emperor wants Zaarin's traitors brought in for interrogation and punishment. Disable any personnel shuttles or transports that attempt to escape the platform. We will send out craft to capture the prisoners.

Stele's After-Action Report

Checking the Inflight Map, I found the nearest enemy craft was T/B Z-Alpha 1, part of a three-ship flight group of TIE Bombers. Z-Alpha 1 was about 2.5 km away. About 16 km away was T/B group Z-Beta. The R&D platforms were

about 8 km away, and I could see a shuttle parked on one platform. Four containers were near the platform, one of which was being collected by a cargo ferry, Sakin 1. There was also a T/D prototype leaving the platform and heading toward another container. I placed the platform in memory at F5, and Sakin 1 at F6. Now I targeted the nearest T/B and headed toward it, setting laser and shield recharge rates to maximum. I transferred cannon energy to shields and set my guns to quad fire, attacking head-on and weakening the Bomber with my cannons, then finishing him off by ramming him. The next Bomber had taken some damage already and a

Mission Note: There isn't much time to waste at the beginning of the mission if you want to inspect and disable SHU Lambda 1. Don't spend too much time chasing the first TIE Bombers. Kill them quickly! Use your beam weapon if neccessary. and don't forget your wingmen.



Destruction of T/B Z-Alpha 2.

single quad burst from my cannons destroyed it, leaving only one T/B from flight group Alpha. I ordered my wingman to attack and went in to help him finish the job.

Next, I called up the platform on my CMD and targeted the warhead launcher (it took about 15 presses of the comma key to bring it up), switching to dual-fire missiles and launching a pair. I was continually using the "E" key on the console to target my nearest attacker, and then ordering my wingmen to engage my tormenter. I also took out any T/Bs that happened to come in my sights, especially any with hull damage that were trying to return to the platform.

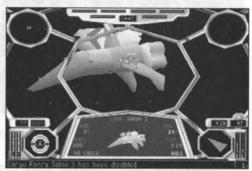
After I had fired on the warhead launchers, the nearest enemy craft at this time was SHU Lambda 1. Switching back to lasers, I closed in, inspected the shuttle and then disabled it. It was carrying officers. Checking the message log, I found some messages I had missed during the action. At 1:40 into the mission, I disabled SHU Lambda 1. I saw from the message log that CARG Sakin 1 had successfully jumped to hyperspace at 1:17. Sakin 2 and Sakin 3 had already dropped out of hyperspace, and I saved them at F6 and F7 respectively. I ordered my wingman to dogfight the Bombers while I went after Sakin 2 and disabled it.

I went after Sakin 3 next, and disabled it as well.

SHU Sigma 1 launched from the platform while I was disabling the two CARGs, and was trying to dock with SHU Lambda 1 when I caught up with

it and disabled it, preventing it from repairing the shuttle. Another shuttle, *Upsilon 1*, had been parked on the platform's landing pads, and when it launched I diverted my path to intercept and disable it, too.

Working quickly, we destroyed all the TIE Bombers. Around 5:00 on the mission clock, the way was cleared for the arrival of the ATRs. Right on schedule, the assault trans-



Disabling CARG Sakin 3

ports from Omega group entered the area (about 45 seconds after the last of the T/Bs had been cleared).

I wanted my wingmen to survive, so I ordered them to stay outside the platform's range by telling them to wait, then I went in to help disable the facility.

I flew in at the platform, firing lasers in single bursts. After a quick inspection, I noticed that a new shuttle, *Upsilon 2*, was fleeing the platform, heading for escort carrier *Jitte*, which had jumped into the area. Switching back to quad fire, I went in after him, inspected him and disabled him. Meanwhile, another cargo ferry appeared, but I left that to the ATRs. *Lambda 2*, also carrying officers, had caught my attention. I was about to go after *Lambda 2* when I got an incoming missile warning. Who could be firing at me?

Not what I was hoping to see. A bunch of modified TIE fighters with shields and missile launchers. I would have to disable escort carrier *Jitte* as well. That's where the six new T/Fs had come from.

I didn't want to waste time with the T/Fs. I switched to missiles, set my beam on maximum recharge, shields to zero recharge, and hurried over to them, resetting shield recharge rates back to normal when I got within range. I ordered my wingmen to join me. I got the T/Fs in my sights and enagaged the tractor beam, then fired a single missile. I was taking missile fire myself, and had to keep rebalancing my shields and redirecting energy from cannons. It was remarkable how effective the tractor beam was on TIE fighters. It clamped them in an inescapable vice, and I squeezed it shut with my guns and missiles. The ATRs had disabled the platform and were going after the escort carrier next.



Firing on the Jitte; secondary goals complete.

The ATRs had the escort shuttle's shields down to about 34 percent when it launched another six TIE fighters. One of the ATRs was destroyed by the TIE fighters, some of which had split off to engage me. I decided to help the ATRs disable the escort shuttle so that they could return to their attack on the platform. Shields down to 18%. 10%. Shields down; switching to ions.

Once the escort carrier was disabled and the rest of the T/Fs were destroyed, there was little to do but wait for the platform to be captured. That's when the Star Destroyer Adarga arrived. The Adarga launched some heavy lifters and the salvage operations began. Three tugs appeared and they weren't ours, so I destroyed them. Then some Rebel A-wings appeared. I was just waiting for something to do, and I went to intercept them, using my beam weapon to hold them in place and blast them to bits.

At about 20 minutes into the mission, more A-wings appeared, and I headed out to intercept them, as well. They were firing missiles at me, but I could not retaliate: I was out of missiles. While I reset laser and beam recharge rates to maximum, I noticed that one of my wingmen had been shot up, so I sent him home. With the remaining wingman, we made short work of the A-wings. But while we were dogfighting, four X-wings arrived, then four B-wings shortly after that. Was Zaarin secretly in collusion with the Rebels? Something was fishy here.

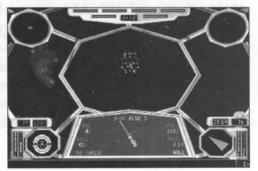
We took care of the X-wings quickly, then the B-wings, using the beam to make it easier. It was a standard dogfight.

After all the Rebel craft were destroyed, I waited until the escort carrier was boarded and had escaped into hyperspace — which sounded like a

good idea to me. The mission had lasted nearly 30 minutes by now, and it was time to go home.

Mission Summary

Get SHU Lambda 1 disabled before it can dock with the platform. Take out the warhead launcher on the platform, then put the two cargo ferries Sakin 2 and 3 in memory. Hurry



Blasting a B-wing.

to disable them while eliminating the T/Bs as fast as possible. One basic tactic is to take out a T/B whenever it is convenient, and to order your wingmen to attack any Bombers that are attacking you. As shuttles leave the platform, disable them quickly as well. When the escort carrier comes in, look for a few more shuttles that are easy to miss in all the confusion. If you're quick, you can get the first three before the escort carrier arrives. Keep the modified TIE fighters away from the ATRs.

When the Adarga arrives, it will launch some transports to capture the shuttles and some heavy lifters for any containers. When the Rebel starfighters come in, watch out for the first one to arrive. That's the tricky one. After that, it's basic dogfighting.

Finally, there's a bonus awarded if all your wingmen survive. The only way to ensure that condition is to send them home at the beginning of the mission. Otherwise, it's up to luck and good shooting.

Debriefing (Win Conditions)

Primary Goals: 75% of all cargo ferries must be destroyed AND

75% of all TIE Bombers must be destroyed Platform XQ3 R&D lab must be captured Secondary Goals: 50% of all shuttles must be disabled

Escort carrier Jitte must be destroyed

Bonus Goals: All TIE Bombers must be destroyed

AND

All TIE fighters must be destroyed

50% of TIE defender group Delta must complete mission for 5000 pts

Shuttle Upsilon 1 must be captured for 500 pts

Shuttle Upsilon 2 must be captured for 500 pts

Shuttle Lambda 1 must be captured for 500 pts

Shuttle Lamda 2 must be captured for 500 pts

Shuttle Sigma 1 must be captured for 500 pts

A-wing Red 5 must be destroyed for 500 pts

B-wing group Blue must be destroyed for 2000 pts

X-wing group Gold must be destroyed for 2000 pts

A-wing group Red must be destroyed for 3000 pts

Mission 2

Hold Platform

Mission Briefing

Now that we have control of the T/D research facility, the traitor Zaarin wants it back; our job is to hold on to it and repel his attacking forces. The first target of Zaarin's attack is presumed to be the ISD *Adarga*. If successful, Zaarin would have no trouble recapturing the platform.

Secret Orders

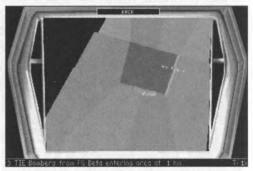
I received an extra mission from a robed figure who told me not to waste any TIE defenders if I could help it. They were too valuable. I was to disable Zaarin's T/Ds if possible.

Stele's After-Action Report

Once again I had no wingmen. We had no other TIE defenders available, and I alone could use our single TIE defender to maximum effect. I was carrying eight advanced missiles and an improved tractor beam. Upon entering the mission, I switched to my Inflight Map screen and zoomed in on my current position. TIE Bomber group Beta had also launched from the Adarga, which was still nearby. I saved the Adarga at memory position F5. I knew I would have to check on her condition from time to time since I was going up against a large force with almost no support.

In addition to the Bombers, our fighter force included a group of TIE Interceptors that were already moving to engage Zaarin's TIE defenders. The attacking force consisted of three assault transport groups — Z-Lambda, Z-Sigma, and Z-Omega — each consisting of three ATRs. The ATRs had a starfighter escort — four TIE defenders from Z-Alpha group. The platform's protection consisted of a trio of TIE fighters. I placed the platform at F6.

By the time I closed the map screen, I knew I was in for some trouble. Fortunately, I thought of a technique that would prove successful as long as I didn't waste a second getting started. My first priority was to shoot down any rockets that I could catch. I knew the ATRs would be firing heavy rockets at the Star Destroyer. Intercepting them became my sole



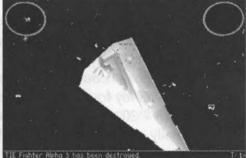
Emerging from the Adarga with Bombers.

focus in life. As long as there were ATRs attacking I would keep a constant eye on my sensor displays. The instant a new warhead appeared I would turn in that direction to see if it was indeed a rocket. If I was lucky I would be in a position to intercept it. (Preferably between the Adarga and the rocket, so staying as close to the Adarga as possible was also necessary.)

Since I knew that Zaarin's attack strategy would involve alternating attacks by the ATRs, I devised this strategem to outwit him: I would target the Adarga using the F5 on my console, then press the A key on the console. This key would instantly target the nearest craft actually

Mission Notes: Each of the three flight groups of ATRs, Z-Lambda, Z-Sigma, and Z-Omega, has one replacement wave that will appear when the first wave has been destroyed. Therefore, you must keep attacking relentlessly. There's no time to waste. Also, only three craft will attack a given ship at one time, so by targeting one of the currently attacking craft and forcing it to abort, you can ultimately spare the ISD a lot of damage. Finally, it is not a primary mission goal to save the Adarga. Keep this in mind, as it is quite difficult. It is possible, however, especially if you can shoot down most of the heavy rockets that get launched.

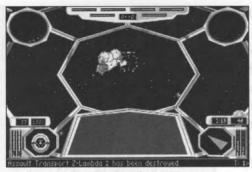




The Adarga surrounded by enemies.

engaged in attacking the ISD. In this way, I could drive off the particular ATR that was causing the most trouble at that moment. Forcing it to abandon its attack run with as few hits as necessary was key. Once the ATR had gone into evasive manuevers I would call up the *Adarga* again (F5), and target its current tormentor (A). This would be my next target. And so on. Eventually, the ATRs I would be shooting at would show weakened or failed shields. Then I would switch to ion cannons and disable the craft. Once the ATR was disabled, she would be target practice for the *Adarga*'s gunners — and my comrades in Beta and Gamma — and I could go on to the next one.

I figured that Zaarin might send more than one wave of ATRs, and that I should remain on the lookout for fresh flight groups. This also turned out to be true.



Destruction of an ATR

So I targeted one of the attacking ATRs — Z-Sigma 1 — and headed toward him with my throttle on full, my laser recharge on maximum and my shield recharge at normal. I transferred laser energy to my shields and drew a bead on Z-Sigma 1 with my missiles in dual-fire mode. Then I saw the telltale sign of rockets being launched, and switched back to lasers in single-fire. I homed in on a

spread pattern of rockets and quickly shot them down, breathing a tiny sigh of relief. None of the rockets had hit! Now, back to the ATRs. I hit F5, then A, and retargeted *Z-Sigma 1*. I fired two warheads at him once I had gotten a red lock, then hit F5 and A again to target another craft. I continued in this mode until I had used up all my missiles, then I switched to cannons and went in firing.

I remained vigilant, watching for rockets, intercepting some with cannon fire and a few with my remaining missiles, but the *Adarga* was taking a pounding. A combat utility vehicle launched when I'd used the last of my missiles, but circumstances were a little too heated to allow time for a reload operation! Fortunately, I had whittled many ATRs down to under 20 percent shields, and those I could quickly disable with ion cannons. Once an ATR was diabled, I instantly found another attacking ATR and went after it.

At about 9:20 on the mission clock, the long-awaited escort shuttles Red Knight finally arrived, about 14 km from the scene of the battle. Better late

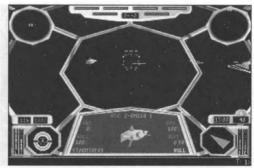
Mission Note: If the Adarga is destroyed, it is by no means the end of the mission. However, it does mean that the remaining ATRs will go after the platform, whose survival is a primary goal. So the longer you keep the Adarga alive, the better your chances of completing the mission successfully. Ultimately, though severely damaged, the Adarga will escape into hyperspace if you protect her long enough. Also,



The Adarga makes a great fireball, anyway.

once the *Adarga* is gone, the other craft will turn their aggressive attitudes toward you, and the T/Ds will fire ion cannons at you, trying to disable your craft!

than never. A minute later, I noticed that the *Adarga* was in sorry shape; her shields were down and the ship was taking hull damage. She was nearing her hyperspace jump point, however, so there was still hope. The escort shuttles began attacking the remaining ATRs, and for the first time, I figured I might be able to go after one of the T/Ds that had been making my life more difficult this whole time.



Disabling an ATR.

The Adarga finally escaped into hyperspace, much to my relief. There were only two ATRs left, and I figured the E/Ss would take care of them. I got in behind one of the defenders and engaged my beam weapon, wishing I had some missiles. I brought his shields down with my lasers, then switched to ions to disable him. The platform immediately launched a tug to collect the disabled craft.

At this point, the battle was under control, and I was worried that some of our overzealous pilots might destroy the craft I had disabled. I targeted the disabled defender and (using the A key) checked to see if any friendly ships were making an attack run. Sure enough, a surviving TIE Bomber was heading that way, so I ordered him home to make sure that the tug could do its job. I disabled another T/D, then decided to call for a reload. By this time, the E/Ss had finished off the last of the ATRs, and the area was quiet for the moment.

The resupply vehicle was still standing by, so I went in and collected some more missiles. This turned out to be a good idea, because shortly after

Resupply Notes: You have to be careful when shooting near your resupply vehicle. Most resupply craft have orders to return to their mothership if attacked. Therefore, if you accidentally hit one, you'll be out of luck. Also, if you accidentally hit your mothership and get its gunners shooting at you, they might also hit your resupply craft and cause it to return to the hangar.

Cheat Note: If you go ahead with a reload operation while the ATRs are still plentiful, try this "cheat": Target an ATR and start firing missiles as soon as the reloading begins. As long as you keep firing and the warhead counter can't make it to "full," it will keep adding missiles! Keep targeting ATRs and firing missiles, but don't pause long enough for the reloading operation to complete itself.







The Adarga close to escape with 37% hull.

that a Rebel corvette appeared, and about a minute and a half later, another one jumped in close behind the first. I noticed that they were dropping probes. That meant they probably wouldn't stick around very long, but I wanted to give them a proper sendoff.

I sped over toward the first CRV with all systems redirected to the engines and fired a pair of missiles at each gun turret. I then followed this

More Mission Notes

Skilled players may still be able to complete this mission successfully, even if the first salvo of rockets hits the Star Destroyer. For people who are having a lot of trouble, you may want to abort the mission if those first rockets get through. Preventing those rockets from hitting the *Adarga* will save you about 30 percent of her shields. She'll still take a beating, but you get a better start. Keep trying to shoot down rockets whenever possible.

If you can disable and capture four TIE defenders, you achieve extra bonus goals, but this is not easy to accomplish. However, a secondary goal is that at least one T/D is boarded. That is more easily accomplished. Be sure that friendly craft don't destroy the T/Ds after you disable them. Although they are under orders not to destroy all T/Ds, mistakes can happen. Maybe sending friendlies (other than the E/Ss) home is a good idea.

Here's a summary of a tricky part of the mission: Get a reload, and watch out for friendlies finishing off any disabled defender(s). Send any such home. The Rebel corvettes come in at widely separated positions, 1:30 apart. It's tough to get both, but possible if you've reloaded missiles and redirected all energy to engines. Fire a pair of missiles at each gun turret. Once the missiles are away, recharge and make another firing pass. Switch to ions, match speed with the corvette, disable it; then redirect energy to engines and head off toward the other one. Red Knight will kill the first CRV while you disable the second. Then finish off the probes when there are no hostiles left. As soon as the tug boards a disabled T/D, your secondary mission goal is completed. There's also a bonus for letting the tug complete its mission. Send the combat untilty vehicle home to get the bonus on that. It takes approximately half an hour to complete this mission.

attack with an ion attack, disabling the first corvette. By this time, the second corvette had arrived, so I hurried over to it, again redirecting energy to the engines, leaving the first for Red Knight to finish off. I destroyed the second corvette personally, and finished by taking out the probes the two ships had left behind.

I waited while the tugs completed their missions. I told utility tug 3f1 to go home, completing its mission for the day, as no other threats had appeared. Finally, it seemed there was nothing left to do, so I jumped for home.

Debriefing (Win Conditions)

Primary Goals: All assault transports must be destroyed Escort shuttle group Red Knight all must arrive

Platform XQ3 R&D lab must survive

Secondary Goals: At least one of T/D group Z-Alpha must be boarded

Bonus Goals: ISD Adarga must complete mission for 1000 pts

Utility tug 3f1 must complete mission for 500 pts

Tug 8f9 must complete mission for 500 pts

Tug 7f9 must complete mission for 500 pts

Tug 6f9 must complete mission for 500 pts

Tug 5f9 must complete mission for 500 pts

Corellian corvette Uhu 1 must be destroyed for 1000 pts

Corellian corvette Uhu 2 must be destroyed for 2000 pts

Probe group Keyhole 1 must be destroyed for 500 pts

Probe group Keyhole 2 must be destroyed for 500 pts

Mission 3

Protect Evacuation

Mission Briefing

Again, I flew in a lone TIE defender with the help of the escort shuttles from Red Knight. Our mission was to defend the evacuation of the R&D platform. Trying to hold the platform any longer was hopeless, and we just wanted to take the remaining prototypes and get them to safety. We were forced to rely on an ordinary bulk freighter to do the job. Also, the last of the personnel were to be evacuated in the shuttle *G'nabgib*, including the lead scientist, whose value to the Empire was incalculable. I was carrying a standard load of eight advanced missiles.



Stele's After-Action Report

I was stationed on the platform, and I checked the map as I got ready for action. I placed the platform in memory position F7. The four E/Ss of Red Knight were about 3 km away. I put speed, lasers, and shields to maximum, transferred cannon energy to shields and watched as FRT *Mharsup* arrived, about 15 seconds later, with two more E/Ss from Dragonfly Squadron. I placed the freighter at F5 and switched shield recharge to normal now that my shields were at maximum. SHU *G'nabgib* launched from the platform to deliver some technicians to the freighter so it could be prepared to receive the prototypes. I placed it at F6.

About that time, six Assault Gunboats arrived, and they weren't ours. I targeted the nearest one, set my beam weapon recharge rate to maximum and used the beam on GUN *Z-Mu 4*. I matched speed with the target and began firing with lasers.



Destroying a Gunboat.

to normal recharge rates, throttle to maximum, checked to see that my shields were fully charged, and headed toward this new threat. A pair of transports were launched, and a quick check on the Threat Display revealed their target was the FRT *Mharsup*. I would have to make sure they never reached their destination! Before they'd gotten very far

I disengaged the beam weapon and returned to full speed after destroying *Z-Mu 4*, selected the next target, and repeated the procedure I had just used.

In this way, I destroyed several Gunboats. I had little time to celebrate, however. Zaarin's flagship, the ISD *Glory*, arrived just about then, about 11 km away. I reset all systems



External view of the dogfight.

from their mothership, a trio of TIE Advanceds launched from the *Glory* to cover them. I decided I would deal with them first, and rely on the E/Ss to intercept the TRNs for now. I began firing as I headed toward the T/As, destroying a missile that was fired at me. I then evaded their head-on pass

and fell in behind T/A Z-Alpha 1. I switched to missiles. Since I'd scored a few hits during the first pass, I knew a single warhead would finish him.

Engaging the tractor beam to hold the target enabled my missile to nail it quickly, but not so fast that I was able to avoid taking some heavy hits from the cannons of his wingmen!

I was also getting missiles launched at me, but I continued after T/A Z-Alpha 3 now, engaging my beam weapon and increasing its recharge rate to maximum. I decided to disable him, so I used lasers to



Taking heat from the TIE Advanced.

knock down his shields, then switched to ions. Now I checked the Inflight Map and saw that there were three TRNs trying to get by the escort shuttles. There were also some TIE Bombers going after the platform. These I would have to ignore for now, but I noted that they were equipped with shields and would prove a problem later on.

I was worried by the TRNs, which had gotten out of missile range. I targeted TRN Z-Sigma 1, whose shields were almost gone from the E/S attacks, and switched to ions to disable it. Then I went after Z-Sigma 2. Meanwhile, the last T/A was firing missiles at me, and I realized that I couldn't ignore him. I decided also to disable T/A Z-Alpha 2 rather than destroy him. Let my slower comrades finish him!



Disabling a T/A.

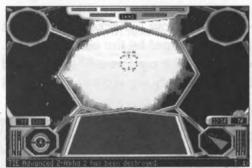
Once the T/A threat was over, I checked the map again. I noticed a tug had been launched, probably to attempt repairs of the disabled craft. More

demanding of my attention was TRN *Z-Sigma 3*, now almost 3.5 km away. As I watched, however, he was destroyed by the E/Ss, so I went after *Z-Sigma 4*, disabling him and letting the escort shuttles finish him off. Next was *Z-Sigma 5*. I also disabled him,

Mission Note: Disabling the TRNs triggers the appearance of the tugs from group 20f16. Since destroying these tugs is a bonus goal, you must disable ATRs to accomplish this goal. Also, disabling the T/As quiets things down as well.

and then *Z-Sigma 6*. Things were quiet now, without the constant attacks from the TIE Advanced.

I headed toward the Star Destroyer and the tug. Another group of TIE Advanced from Z-Gamma group launched about that time and started targeting me with missiles right away. Once again, I decided to use my strategy of disabling the T/As. Checking the map, I saw that the *Mharsup* was about three and a half minutes from its hyperspace point. Meanwhile, another missile was launched at me by *Z-Gamma 2*. I turned and disabled him, hoping to prevent another wave from launching immediately. Even with the tractor beam engaged, this T/A was able to jink a little, making it difficult to shoot at him, but ultimately I got his shields down with my lasers and then disabled him with ions.



This big fireball used to be a TIE Bomber.

More Mission Notes

Try not to shoot at the platform. If you do, you will be considered hostile, and it will start firing missiles at you. If you aren't careful, you'll have both the platform and the Star Destroyer firing missiles at you.

T/B Eta launches when all six TRNs have been destroyed. This can easily take place before the evacuation ships have jumped into hyperspace. T/B Eta's primary targets are the FRT *Mharsup* and SHU *G'nabgib*. If Zaarin can't capture the evacuation ships, he'll try to destroy them! Also, if you miss a tug, you won't get the bonus goal. This is not a major bonus, but if you want to get it, you must destroy all four tugs.

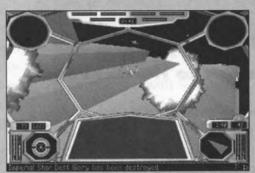
By this time, the tug had gotten pretty far away, going toward *Z-Sigma 5*. Checking the map, I saw that the platform's shields were down. There wasn't much hope of saving it, but that wasn't my primary mission. Even so, I took out a TIE Bomber that was close enough to attack, then went after another. This one gave me a good run, jinking furiously, but I got him, too. I left the last of the TIE Bombers to the platform's gunners, then headed out toward the tug, which was still headed toward the disabled TRN.

About this time, I achieved my primary mission objectives, as the freighter and the shuttle jumped into hyperspace. The escort shuttles followed them, but I wasn't done. I was going to stick around and kill some things. I started with the tug, then went after the next wave of T/Bs, but not before they had launched a salvo of torpedoes at the platform. I used my remaining missiles on the Bombers, finishing them off with lasers.

More Assault Gunboats arrived, and began destroying the disabled craft, then going after the Bombers. These were the good guys! After a while, another T/B group was launched (Eta) and began attacking me. Going after the Bombers, I reset my beam weapon and lasers to maximum recharge, and kept my shields at normal. I used the beam weapon to keep the Bombers from jinking and wasting my time. Whenever I saw a tug, I destroyed it, then returned to dogfighting Bombers.

Eta launched a second wave when the first one was destroyed.

Mission Note: At end of the mission, more TIE Advanced will launch, three at a time. If you destroy all three, another wave will launch. Each flight group has three waves in all. If you're really gung ho for points, you can disable the third in the group, wipe out all the Bombers, then go in and disable the Star Destroyer. (This shouldn't have been possible, cause it messes up the story, but what the hey!) Once the Star Destroyer is disabled, kill off



Destruction of the Glory.

the T/As and destroy all the waves that come until no more appear. Then finish off the *Glory*. This is for the die hard point hound. (One odd occurrence if you destroy the Star Destroyer is that you can get credit for destruction of T/A Z-Theta and T/D Z-Zeta, even if they never get launched. Any ships presumed to be aboard the ISD when it blows are credited to you (not including any hull damaged ships that made it back to the Star Destroyer, however). It will take more than an hour to complete the mission this way. The primary mission is completed within about 16 minutes.)

Important Version Note: In the first releases of Defender of the Empire, it was possible to keep the platform alive and destroy ISD *Glory*. In future revisions of the game, this will not be possible.

Debriefing (Win Conditions)

Primary Goals: TIE defender *Proto 11* must complete mission TIE defender *Proto 12* must complete mission Freighter *Mharsup* must complete mission Shuttle *G'nabgib* must complete mission

Bonus Goals: All transports must be destroyed
Assault Gunboat group Z-Mu must be destroyed for 1000 pts
Tug group 20f16 must be destroyed*
At least one of TIE Advanced group Z-Alpha must be destroyed*

At least one of TIE Bomber group Z-Beta must be destroyed
At least one of TIE Advanced group Z-Gamma must be destroyed*
At least one of TIE Bomber group Z-Eta must be destroyed*
At least one of TIE Advanced group Z-Theta must be destroyed*
At least one of TIE defender group Z-Zeta must be destroyed*
At least one of TIE defender group Z-lota must be destroyed*

* These bonus goals are worth 500 points each, except the destruction of T/A group Z-Theta, which is worth 1000 pts and destroying at least one of T/D group Z-lota, which is worth 2000 pts.

Mission 4

Escort to Rendezvous

Mission Briefing

In this mission, you will fly once again in a lone TIE defender escorting the freighter *Mharsup* and shuttle *G'nabgib* to a rendezvous with three modified corvettes from Hashim Squadron. At the rendezvous site, your ship and the other two defender prototypes are to be transferred to the M/CRVs for final transport to a safe location. No danger is expected on this mission.

Stele's After-Action Report

This was supposed to be a cakewalk mission. My senior officers expected no trouble from the enemy. That made me really nervous. I've learned always to expect the worst, especially in these escort missions. Especially when they say there's no danger.

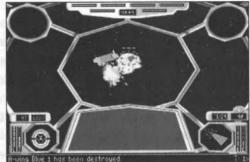
I checked the Inflight Map once I had entered the mission area and noted that FRT *Mharsup* was nearby. I placed the freighter in memory at F5. I placed nav buoy B-0F9 in position F7. The buoy was about 8.5 km away. I then placed all recharge rates to maximum. I put SHU *G'nabgib* in position F6 when she arrived a moment later.

Apparently the Rebels hadn't been listening to the Imperial high command's prediction of no resistance, because a Rebel A-wing appeared about 7 km away, followed by several more. They were coming in from all sides, executing a kind of pincer tactic. A message on my CMD ordered me to intercept the A-wings, as if I needed the prompting. Checking my map, I noticed that *Blue 1* was the nearest at under 7 km. They were spread out enough so that I might have a chance to take them out one at a time, but there was no time to waste. I immediately began to close in on A-W *Blue 1*,

putting my beam recharge rate up a notch. A-wings are fast, so I figured the beam would be an advantage. I didn't have time to waste chasing these Rebel scum all over this sector.

I got a missile warning, but kept firing in a head-on pass. As soon as he turned away, I engaged my beam on him, firing lasers and finishing him off.

I disengaged the beam. The next nearest A-wing was *Blue 2*, and I went after him now. To make matters much worse, four B-wings arrived about 22 km away. I decided to con-



Taking out an A-wing with cannons.

serve my missiles to take out the B-wings. My encounter with A-W Blue 2 was a mirror image of the encounter with Blue 1, with the same result. I reset the beam recharge to normal and targeted the closest A-W, which happened to be A-W Blue 4, about 5 km away and closing fast. At about 3 km, I reset the beam recharge up a notch and opened fire at about 2 km. Again, I trapped him in the beam when he turned, shot him up with lasers, and repeated this procedure with Blue 3.

Now three X-wings appeared at about 16 km. The situation was getting worse. I headed toward A-W *Blue 5*, but not before checking the map. I noticed three transports that were being escorted by the X-wings. The closest A-wings were about 3 km away, and the B-wings were still about 7 km away. The freighter was about 2 km away and I knew the B-wings might start launching torpedoes at any moment.

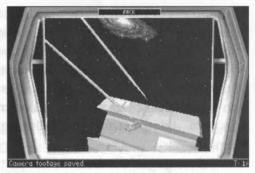
I decided to go after the B-wings, as they seemed to be the most immediate threat. As I approached them, I began firing with my lasers, then switched to missiles in dual-fire mode. I selected B-W Red 2, shot my missiles, and switched to Red 3. I was relieved to see that the B-wings were not using warheads. Instead, they were using ion cannons. Obviously, the Rebels wanted to get hold of our technology, and this would be a perfect opportunity, seen from their point of view. I shook my head, which moved only slightly in my flight helmet. What was I doing, thinking like a Rebel? I locked onto another B-wing and blasted him with a pair of missiles, then continued in this manner to put a pair of missiles into each of the four B-wings. Now I switched to ion cannons and disabled the B-wings, which was quicker than destroying them.

I went back to full throttle and rebalanced and recharged my shields. The freighter was under attack now by the transports, and I switched to lasers

and went after the TRNs as the remaining A-wings and the escorting X-wings came after me.

The shields were down on the freighter, and I knew I would have to act quickly to destroy the transports before they could disable it. I took out the first TRN with my lasers.

I went after the second transport next, disabling him in two passes. I did the same with the third trans-



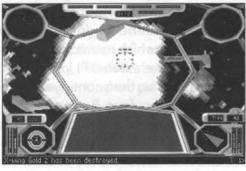
Looking back at a freighter as a TRN blows.

port. Now it was time to take out the X-wings and the A-wings. I put shields at normal recharge, beam and lasers at maximum. I targeted the A-wings first, because they were firing the Rebel mag pulse weapon, which kept knocking out my lasers. I used my tractor beam on A-wing Blue 5, locking him in my sights and blasting him to space rubble, then I turned to his mate, A-W Blue 6, and gave him the same harsh welcome.

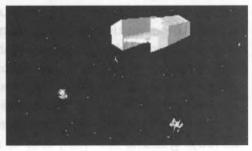
The X-wings got a similar treatment, as SHU *G'nabgib* went around destroying the disabled transports. For A-wings, I liked to place the beam recharge one notch above normal. For the X-wings, I put it on full recharge, since they are slower craft.

Once the last of the X-wings had been destroyed, I moved in to finish off the rest of the disabled craft I'd left strewn around the area. About that time, our friendly Gunboats and corvettes arrived, ready to receive our cargo. Why did I think this mission was far from over?

The shuttle entered hyperspace and made it to safety, but the freighter had just reached the rendezvous point and was dropping off the two prototypes, which began flying — all too slowly, I thought — toward the corvettes they had been assigned to board. About that time, some Rebel Y-wings



An X-wing turns to space particles.



Prototypes emerging from freighter.

arrived. I reset all recharge rates to normal and headed out to the Y-wings, all but one of which were attacking the Gunboats. I figured I'd deal with the lone Y-wing, Gold 1, who seemed to be headed toward the freighter.

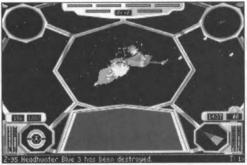
Now the situation became even more dire, as a Rebel Nebulon-B Frigate named *Hunu* arrived about 10 km away. Y-W *Gold* 1 was destroyed, and I put my beam and laser recharge rates back to maximum and went to finish off the Y-wings. Meanwhile, the Frigate began launching Z-95 Headhunters. I finished off a couple of Y-wings, then headed toward the Z-95s. I checked the map. There was one Y-wing left, and I figured the Gunboats could take care of it. I was about 8 km away from the freighter and only 3 km from the corvette group, so to gain speed I reset lasers and beam to normal as I targeted the closest Z-95.

One Headhunter was attacking me as a second went after one of the

Gunboats. Another Z-95 was launched as I destroyed the first. I took on Z-95s one after another. One tried to run back to the Frigate, but I shot him before he could escape.

The Frigate left the remaining Z-95s behind and escaped into hyperspace as the corvettes were approaching their waypoints. I headed toward them and recharged my

beam weapon. The prototypes made it to their respective corvettes, and I received the message that my primary objectives were complete. I was then ordered to enter M/CRV Hashim 3's hangar to end the mission. I finished off the remaining Headhunters before making for the corvette's hangar, and the possibility of some well-earned rest.



Taking on the Z-95s

Mission Note: To kill the FRG Hunu, you must go after it as soon as you've killed at least half of the Y-wings. Ignore the Z-95s (let the GUNs handle them) since they only seem interested in attacking you and the GUNs. If you go after the FRG while there are still several Z-95s you have a chance. The FRG's stop condition is 75% destruction of the Rebel side.

Also, if the freighter gets disabled, but not boarded, one of the corvettes should send a tug out to repair it. However, this may or may not happen. If if does not happen after all Rebels have been eliminated, then the mission must be scrubbed and restarted. Best to neutralize those B-wings and transports quickly to keep the freighter from being disabled.

Debriefing (Win Conditions)

Primary Goals: All M/CRVs must arrive

TIE defender Proto 11 must complete mission

TIE defender Proto 12 must complete mission

Freighter Mharsup must survive

Shuttle G'nabgib must complete mission

Bonus Goals: All Rebel craft must be destroyed

Freighter Mharsup must complete mission for 1000 pts

Nebulon B Frigate Hunu must be destroyed for 5000 pts

Mission 5

Trapped by Pirates!

Mission Briefing

Our small convoy has fallen into a minefield trap! Surrounded by Type B ion-firing mines, our corvettes are in danger of being disabled and captured. The shuttle *G'nabgib* has already been captured. With little hope that reinforcements will arrive in time to save us, you must again fly a lone TIE defender and keep the corvettes safe until help can arrive. The Rneekii pirates have a Lorinar Strike cruiser and a small force of starfighters. You will carry a load of eight advanced missiles, and your craft will be equipped with our latest improvement in the tractor beam. Good luck.

Stele's After-Action Report

As I left the hangar, I checked the Inflight Map and was not pleased with what I saw. There were mines everywhere — 32 in all — arrayed in a roughly cubical shape. Our three corvettes, *Hashim 1, 2,* and *3,* were arrayed in an eschelon formation and were beginning evasive maneuvers at the outer edge of the mine-



Start of mission

field. Transport *Ibutho 1* had apparently just completed docking operations with SHU *G'nabgib*, so I put *Ibutho 1* in memory at F5. Perhaps I could find a way to stop them from escaping with the research scientist, even though that wasn't my primary mission. Too late! Even as I tried to place *Ibutho 1* in memory, it escaped into hyperspace. This meant trouble, but I had other problems at the moment.

Three more transports of Ibutho's group were closing in on us, obviously intending to board and capture the corvettes. The Strike cruiser *Intombe* was only a kilometer away. There were also three pairs of R-41s joining the transports in the attack.

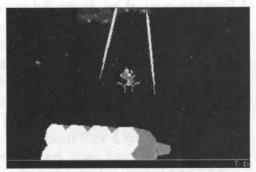
My first target was TRN Ibutho 2. I switched to missiles, placed both laser and shield recharge rates to maximum, and fired as soon as I had a lock. I then switched to lasers, brought his shields down, and finished by disabling him with ion cannons. Meanwhile, I was getting pelted by the mines, but I chose to ignore them for the moment. I targeted Ibutho 3 and fired another missile, but my warhead was destroyed by a lucky laser shot. I fired a second missile, and this one hit. I followed the missile and disabled Ibutho 3. Ibutho 4 was next, and was also soon disabled. Somebody was firing mag pulse weapons at me, but my priority was the transports. After firing my missile, I went in and destroyed Ibutho 4.

All three corvettes had been disabled by this time, but I don't think there was much I could have done about it. Despite that, I kept shooting mines whenever they came in my sights. One cannon shot destroyed a mine, so I would simply put the mine in my sights for an instant, fire, then proceed against my current target.

A new transport, *Ibutho 5*, was launched. I was close to the Strike cruiser by this time, and it was firing a hail of laser shots. I was afraid my missiles might get blocked if I tried to take out *Ibutho 5* using my standard procedure, so I went in and disabled *Ibutho 5* with lasers and ions.

Ibutho 2 was almost destroyed, so I gave him a few shots to finish the job. That's when the Strike cruiser launched yet another transport, Ibutho 6. I was getting nailed by the Intombe, but I came in after Ibutho 6 for a final pass, just as he was coming in to board Hashim 2. I was careful to angle my craft so that I had a clear shot at Ibutho 6 without endangering the corvette.

I set the throttle back to maximum and checked the situation. The R-41s had managed to do considerable damage to the corvettes, but the good news was that my reinforcements had begun to arrive. GUN Nu was first on the scene. Now that help had arrived, I thought it would be a good idea to take a look at the Strike cruiser and see if I couldn't put a dent in it. A very large dent . . .



Ibutho 6 about to dock with CRV.

The cruiser escaped into hyperspace, leaving the R-41s behind. I decided to help the Gunboats sweep the remaining pirate scum out of existence. Some of the R-41s were sitting still, as if they were waiting for something. If they thought we would take prisoners, they were in the wrong galaxy. Piracy is punishable by death, and I was about to execute the sentence.



End of an R-41.

Finally, there was only one R-41 left. The Gunboats were chasing him around, but didn't seem to be able to finish him off, so I went after him myself. Once I had destroyed the last R-41, and the Gunboats had begun clearing the minefield, I went in to help them out. They were quick, and often destroyed a mine before I could target and fire.

Once the last of the mines had been destroyed, I waited for the second group of Gunboats, which arrived at about 11:50 on the mission clock. My primary mission objectives were complete.

Debriefing (Win Conditions)

Primary Goals: 100% of all capturing craft must be destroyed AND

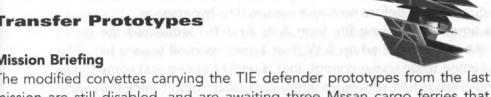
All mines must be destroyed
M/CRV Hashim 1 must survive
M/CRV Hashim 2 must survive
M/CRV Hashim 3 must survive
Assault Gunboat group Nu all must arrive

Assault Gunboat group Tau all must arrive

Bonus Goals: All R-41 Starchasers must be destroyed

Vission 6

Mission Briefing



nission are still disabled, and are awaiting three Mssan cargo ferries that have been commandeered for us, one for each corvette. The T/D prototypes vill be loaded onto the cargo ferries and taken to safety. Two of these cargo erries have already arrived, but they are about 24 km away. Unfortunately, a Rebel strike force consisting of four X-wings, two B-wings and two A-wings ilso has arrived, about 20 km away. The Rebels are about 17 km from the argo ferries. GUN Nu is still on the scene, but cannot handle such a force of enemy starfighters. We are awaiting the arrival of more Gunboats, but in he meantime, you must fly T/D Delta 1 again and use the defender's supeior speed to counter this threat.

ecret Orders

Admiral Zaarin may send forces into this area. Be on the lookout for any ncursion from Zaarin. Destroy any ships he deploys.

itele's After-Action Report

After the last mission, I had looked forward to some rest and recovery, but this was not to be. Once more, I was called to fly a solo defender mission against opsided odds. If I could somehow survive yet again, perhaps then I'd qualiy for some rest.

Checking the Inflight Map immediately upon entering the area, I could see that the three corvettes were still about where they were when I had last peen behind the controls of my TIE defender. GUN Nu was headed toward he Rebel strike force, which was about 20 km away. I saved SHU G'nabgib at 5. I saved CARG Mssan 1 at F6. I knew the B-wings would be a dangerous hreat, and that they would be my responsibility; I saved B-wing Blue 2 at F7. put my throttle at full and laser recharge at maximum. Shield and beam energy was all redirected to the engines. The nearest enemy craft was X-wing Red 1. I switched to guad-fire mode and headed toward the Rebel force.

As I headed toward the X-wing, I kept transferring cannon energy to the shields until they were fully charged. I switched to single-fire missiles and closed in on X-W Red 1 at a speed of 195. About 3 or 4 km away, I reset all recharge rates to maximum to lower my speed, then fired a missile at X-W Red 1 when I achieved a lock. Immediately, I targeted X-W Gold 1 and fired another missile. Switching to lasers, I finished off Gold 1, afterward redirecting shield energy to engines to catch up to Red 1. I finished him off with a couple of quad bursts before he could escape into hyperspace.

By this time, I was taking fire from A-W Azul 1. I redirected the beam energy to the engines, called up B-W Blue 1, and sped off toward him. The situation seemed to be under control, that is until I noticed that some pirate T-wings and Y-wings had shown up in the area, and I didn't think they were here to help out. Not a chance! This was a different pirate group than the one I had met previously, and I figured their tactics might be different as well. Didn't really matter, though. There was only one outcome I was anticipating, and that was a lot of pirate debris. Once you had blown them up, all pirates were more or less the same.

The tug had docked with SHU *G'nabgib* by this time, and the Y-wings were attacking the corvettes. *Hashim 1* was disabled and a Corellian transport arrived. It looked probable that we would lose at least one corvette to the pirates, and there wasn't much I could do about it, as I was already up to my gun turrets in Rebels. It galled me to see the pirates have their way, but that was the situation for the moment.

Meanwhile, the CARGs were my responsibility, and the B-wings were closing in on them. GUN Mu was moving in toward the B-wings, but I didn't think it was prudent to expect them to do the job. I switched back to missiles and prepared to fire at B-W Blue 1. I reset shield and beam recharge rates to maximum and fired a single missile, then targeted B-W Blue 2 and fired another missile. I redirected shields to engines and closed on Blue 1, resetting shield recharge rates to a notch above normal to help me match speeds with the slower B-wing. I began firing my lasers until Blue 1's shields

went down, then disabled the craft with ion cannons.

Next, I bumped up my speed and caught up with B-W Blue 2. He had begun his attack run, but a well-timed missile forced him to break off, and I was able to go in and disable him quickly after that, leaving him to the not-so-tender mercies of the Gunboats. Meanwhile, M/CRV Hashim 1 had been captured and



Disabled B-wing

taken to hyperspace. These lowly space scum had just managed to steal some of the Empire's most formidable technology! It was unthinkable. Still, I knew we would prevail in the end. There was no way this ragged bunch of criminals could threaten the mighty Empire.

A-wing Azul 1 was the nearest enemy, but I was thinking to go after the pirates to minimize the damage they might cause. Then the situation became even worse, if that was possible. Zaarin's forces appeared, as predicted by my contact in the Secret Order; three T/Ds from Z-Alpha group. I still headed toward the pirates, firing in a head-on pass at T-wing Talon 1. Then I saw that T/D Z-Alpha 1 was attacking GUN Mu 2, and I decided to try to change his mind. I fired a missile at him, then increased the recharge rate on my beam weapon and came in behind the T/D. I engaged my tractor beam, then disabled Z-Alpha 1 with ions.

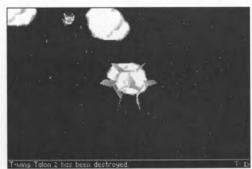
Checking the map, I noticed that *Mssan 1* had left the area once the corvette they were to dock with had been captured. CARGs *Mssan 2* and 3 were about 4 km away. The two remaining corvettes were still in the same positions, but the *G'nabgib* had been repaired and had bravely joined the fight. Azul 1 and 2 were still flying, as well as X-Ws Red 2 and Gold 2. Two Y-wings, Boegis 1 and 2 and T-wing Talon 2 were still around, as well as TIE defenders Z-Alpha 2 and 3. We had a four-way snarl going — a nice, tight little mass of fun for some demented sort. I just wanted to figure out who to shoot at next!

My decision? Checking my goal screen, I saw that I was to destroy 75 percent of all Rebel craft, but the T/Ds were a bigger threat at the moment, so I employed my handy tractor beam and disabled T/D Z-Alpha 2, ignoring the pursuing A-wings temporarily. I followed the same procedure with Z-Alpha 3, who proved to be a bit elusive. I took a missile hit as I chased him, but ultimately left him dead in space. Next, I went after X-wing Red 2, adjusting recharge rates to match speed. Saving missiles, I chased after him with cannons and finished him off.

My next target was A-wing Azul 2, who seemed to be making a run for hyperspace. He took some missile hits from the Gunboats, and I was able to finish him off with a quad burst. The Gunboats had destroyed the Rebel craft I had left behind, and so our primary goal of destroying at least three-quarters of the Rebel craft was met.

I targetted Y-W Boegis 1 and finished it off, then destroyed T-W Talon 2 as well. Why they were still in the area, I couldn't imagine, but I was going to make them wish they hadn't loitered.

A new group of TIE defenders had arrived and was busily attacking the corvettes. I couldn't allow that, so I went after T/D Z-Beta 1 with all



A T-wing flames out.

systems redirected toward my engines. I selected missiles in single fire mode and launched a warhead at *Z-Beta 1*, but I was too far out of position to prevent the first attack on *Hashim 2*. They were going after *Hashim 3* next, and I closed the gap and fired another missile at *Z-Beta 1*, following up with my beam weapon to trap him and disable him. By this time, the *G'nabgib* had finally entered hyperspace, and *Mssan 2* and *3* were following their flight plans. There were five disabled T/Ds littering the area. I decided to stay close to the cargo ferries until they had made it safely to hyperspace, postponing the final destruction of the TIE defenders until all our ships were safe. The mission clock was nearing 15 minutes.

Debriefing (Win Conditions)

Primary Goals: B-wing group Blue must be destroyed

Cargo ferry Mssan 1 must complete mission

Cargo ferry Mssan 2 must complete mission

Cargo ferry Mssan 3 must survive

Secondary Goals: TIE defender group Z-Alpha must be destroyed

TIE defender group Z-Beta must be destroyed

TIE defender group Z-Gamma must be destroyed

TIE defender group Z-Delta must be destroyed

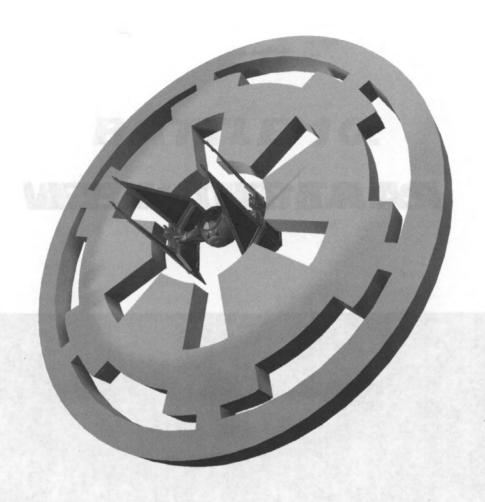
Bonus Goals: At least one Nami craft must be destroyed AND

At least one Rneeki craft must be destroyed

X-wing group Red must be destroyed for 500 pts

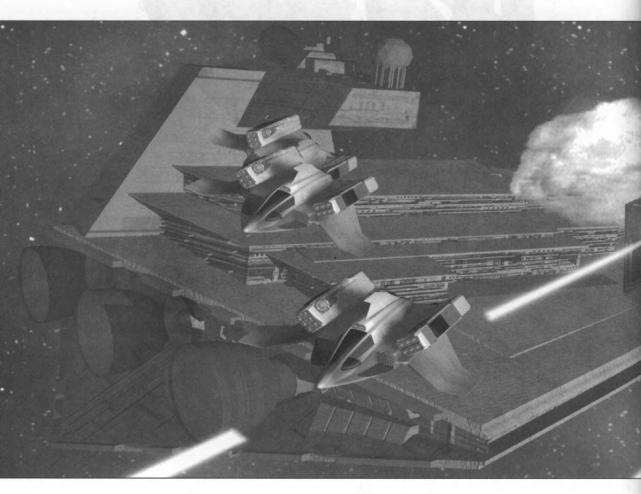
X-wing group Gold must be destroyed for 500 pts

A-wing group Azul must be destroyed for 500 pts



PART THIRTEEN

PART THIRTEEN



BATTLE 10: NEW THREATS



BATTLE 10:

PART THIRTEEN

Battle 10: New Threats

Mission 1

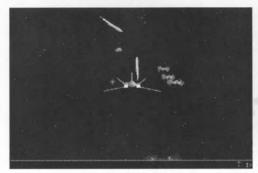
Ransom

Mission Briefing

The Empire has reached an agreement with pirates who kidnapped our leading TIE defender technology scientist. Only one Imperial starfighter is allowed to accompany the ransom exchange, and you've been selected. However, the Empire has no intention of encouraging these petty thieves, and on the signal, "Full speed to Kilimaar!" you will join in the surprise attack we have planned. At that point, it will be your mission to protect SHU Lambda 1. The Interdictor Red Claw will arrive to prevent the pirates from escaping into hyperspace, and reinforcements will be launched to come to your assistance. But be aware that you will be the only Imperial starfighter present at the beginning of the operation. Disable the transport and protect the shuttle. You will pilot an Assault Gunboat designated Mu 1, armed with 16 advanced missiles and the improved tractor beam weapon.

Secret Orders

The pirate leader Tarrak is no ordinary pirate, but a member of the Nami, a once-powerful group of nomadic warriors. The Emperor is interested in taking Tarrak prisoner. Watch for any opportunity to capture her.



Start of mission



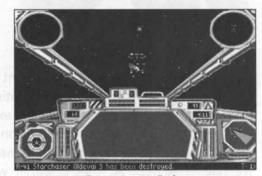
After the inspection of Ibutho 1.

Stele's After-Action Report

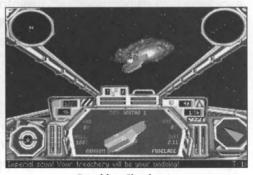
At the start of the mission, I set my laser and shield recharge rates at maximum and placed the shuttle *Lambda 1* in memory at F5. Next, I placed the pirate transport *Ibutho 1* at F6. I went to full throttle, transferring stored cannon energy to my shields. I flew straight and level for some time, inspecting the transport as I flew by. I continued toward the nav buoy, past the R-41s, and selected single-fire missiles from my weapons array. At 1:15 on the mis-

sion clock, I turned back toward the transport. At 1:30, I had a lock on the transport and fired a missile.

Quickly, I targeted the nearest R-41, again firing a single warhead. I repeated this with R-41 Oldevai 2 and 3, then recalled Ibutho 1 from memory, caught up with the TRN and finished off its shields before disabling it with ions. The Strike cruiser's gunners were firing a barrage at me. In addition, the Strike cruiser had launched additional R-41s, and these went after Lambda 1. My task was to prevent any harm from coming to the shuttle, so I called up Lambda 1 from memory and pressed A to see who was attacking it, quickly locking on and firing a missile at the aggressor. The R-41s were launching every 10 sec-



Destroying an R-41.



Disabling Ibutho 1.

onds, so I was able to loop around and take each one out as it headed toward the shuttle. I used my beam weapon to help me lock on and destroy them quickly, all the while trying to avoid being hammered by some additional R-41s, whose job appeared to be protecting their accomplices attacking the shuttle.

Once I had destroyed all the R-41s who seemed to be attacking Lambda 1, I redirected all power to engines and caught up with the shuttle. By this

time, another pirate force, Tarrak's by the look of them, had entered with Y-wings and T-wings. I couldn't prevent them from disabling the shuttle, but then I saw that the Y-wings were going to go after the Red Claw. I took the first one out with a pair of missiles, then went after the second and gave him the same treatment. Y-W

Mission Note: Some R-41s will attack the shuttle, and some will attack you. The more R-41s you can destroy at the beginning of this operation, the fewer there will be to go after the shuttle. The Strike cruiser holds a total of 12 R-41s, so keep that number in mind.

Boegis 3 was next, but I took a missile as well, absorbing it with my shields. The last Y-wing was Boegis 4. I switched to single-fire missiles, fired, then finished him off with my cannons.

At about 5:00 into the mission, I checked the mission log. The pirate's Corellian transport *Choora* had completed its docking operation with SHU *Lambda 1*, and presumably they had captured the scientist. It was time to get him back again. I targeted the Corellian transport. (Since it was the most recently arrived craft, the U key brought it up in my CMD immediately.) I was taking a pounding from the T-wings, but the *Choora* was my first priority. I had to keep rebalancing my shields and transferring energy from my cannons, but I went after the ship with the scientist, bringing its shields down with my lasers and disabling it with ion cannons.



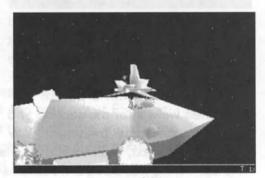


Disabling the Choora.

By this time, the situation seemed a bit more manageable. I was hoping someone would come out and repair *Lambda 1*, and someone else would capture the *Choora*. I saw that the pirate's Strike cruiser, the *Ayenzii*, had not been destroyed yet, and I figured to go help the TIE Bombers assigned to that mission.

Checking the map, I saw that the Strike cruiser was about 6 km away. His hull was down to less than 50 percent by that time. I redirected all power except lasers to the engines and went at full throttle. As I approached the

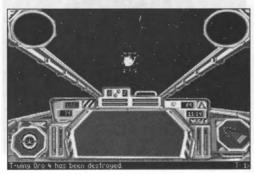
Strike cruiser, I redirected energy back into shields and beam to slow down, then began raking the Strike cruiser with my cannons. While I was doing so, the T-wings caught up with me and began pounding me with lasers and missiles. I kept firing on the Strike cruiser until it was destroyed. I didn't get credit for the kill, however, as one of the other ships fired the rocket that took out its last bit of hull.



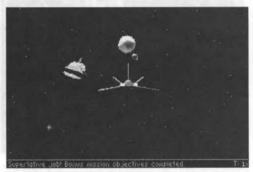
Last moments of the Ayenzii.

Time to finish off those T-wings. T-wings are small and fast, and deadly in a head-on attack. I decided I could use the beam on the T-wings, so I adopted a familiar strategy of getting in behind one, engaging the beam, then firing until it blew up. This tactic works well with small, fast, maneuverable craft. One of the TIE Interceptors was going after the last T-wing, and I used my beam weapon to help hold down the enemy while he got the kill.

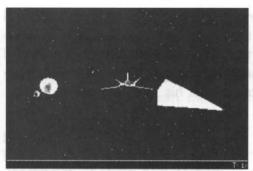
There were no more enemy ships anywhere in the area, so I flew back toward the Interdictor. The shuttle had been repaired and had made it to the hangar in the *Red Claw*. ATR *Omega 2* was docking with the *Choora*.



Taking out a T-wing.



ATR Omega 2 captures the Choora.



The Red Claw at the end of the mission.

At 14:40 all mission goals were accomplished, but the *Red Claw* suffered damage to its hyperdrive. Now the Interdictor was trapped in this area of space until a repair crew could arrive.

Debriefing (Win Conditions)

Primary Goals: All R-41 Starchasers must be destroyed Shuttle Lambda 1 must complete mission Interdictor Red Claw must survive Strike cruiser Ayenzii must be destroyed Transport Ibutho 1 must be captured.

Secondary Goals: Corellian transport *Choora* must be disabled
Bonus Goals: Y-wing group Boegis must be destroyed for 1000 pts
T-wing group Oro must be destroyed for 1000 pts
Corellian transport *Choora* must be captured for 1500 pts

Mission 2

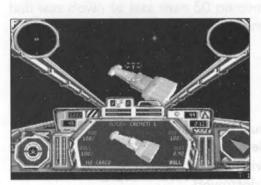
Rescue

Mission Briefing

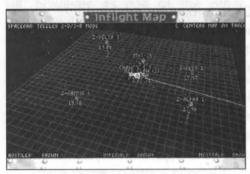
During the ransom operation, the Interdictor *Red Claw* was damaged and is stranded until help can arrive. M/CRV group Chemeti is on the way to deliver replacement parts and to collect the rescued scientist and pirate prisoners. You will fly CSP (Combat Space Patrol) over the area of the docking operations, then fly cover for the M/CRVs while they take the scientist to safety. The *Red Claw* will keep its own remaining TIE Bombers and Interceptors on patrol as well, and two Lorinar Strike cruisers will arrive in 30 minutes to protect the *Red Claw* while repairs are made. Once again, you



will fly the Assault Gunboat with a complement of 16 advanced missiles and the improved tractor beam. Watch for the arrival of four more Gunboats from Tau Squadron. They will arrive soon to help you protect the docking and transfer operation. However, our information suggests that Admiral Zaarin may be aware of this situation, so watch out for his TIE defenders.



Arrival of M/CRV Chemeti 1.



Map view of the battle scene.

Stele's After-Action Report

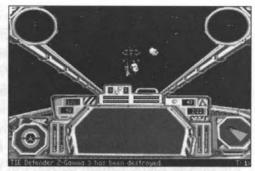
Immediately, I checked the map and saved the *Red Claw* at F5. The T/Is of Alpha Squadron were passing by me, and the T/Bs of Beta Squadron were a little distance off. Within seconds of the mission start, M/CRV *Chemeti 1* entered from hyperspace directly ahead, passing over me in its deceleration run. I hit full throttle with lasers and shields on full recharge and headed toward the corvette. A message told me that *Chemeti 2* had been delayed. I put *Chemeti 1* in memory at F6.

Once my shields were fully charged, I reset their recharge rate to normal. Some TIE defenders had entered the area; four groups of three ships each. A quick look at the map showed that they were coming from all directions. This was Zaarin's anticipated attack.

I checked to see which craft the defenders were attacking. Z-Beta 1 was attacking the Red Claw, while Z-Gamma 1 was attacking Chemeti 1. I went after Z-Gamma group; I switched to dual-fire missiles, redirected laser energy to engines and closed on the enemy at a speed of 156. Z-Alpha was attacking our TIE Bombers, who probably didn't stand much chance against the superior fighters. Z-Delta was attacking me, which was just as well. Now if I could take out Z-Gamma and Z-Beta, I would effectively complete the mission.

Once I was within missile range, I reset my laser and beam recharge rates to one notch above normal, the "increased" setting. I fired two missiles at *Z-Gamma 1*, then two more at *Z-Gamma 2*. T/I group Alpha was assisting me, and I proceeded to engage *Z-Gamma 3*.

Just like that, the threat from Z-Gamma was so much space haze, and I went after T/D Z-Beta. The quickest way to find Z-Beta was to recall the *Red Claw* from memory, then hit the A key to find who was attacking her. I directed energy to my engines to gain speed. Meanwhile, Z-Delta had caught up with me, and I wasn't sure if I could evade them long enough to take out



Z-Gamma 2 and 3 both go up in smoke

Z-Beta. I saw that the Interdictor was still OK, so I turned and took out one of the Z-Delta group that was beginning to harrass me. Then I turned back toward Z-Beta. The Interdictor was doing a pretty good job of defending itself, and the TIE defenders from Z-Beta were shot up. I managed to destroy one of them, but the Interdictor got the other two.

About 6:00 into the mission, M/CRV Chemeti 1 had boarded the Red Claw. Checking the Red Claw, I saw that nobody was attacking the Interdictor. I turned in behind Z-Delta 3, engaged the tractor beam, and fired a pair of missiles. Meanwhile, GUN Tau had arrived — four new Gunboats to help us turn away Zaarin's traitorous attack.

Z-Delta 2 was my next target, and soon after that he was debris. I had my laser recharge at zero and shields and beam at normal as I headed next toward Z-Alpha group, who were mixing it up with the Gunboats. As I closed on Z-Alpha, they turned to attack me. I

Mission Note: When dogfighting near a friendly capital ship, like the *Red Claw* in this mission, be careful not to let a stray shot hit it. If you do, you will receive return fire, making your mission that much more difficult. There's a chance that the Interdictor will destroy all of Z-Beta group. If that is the case, you can turn your attention more immediately to getting rid of Z-Delta. If necessary, you can call for a missile reload. This is fine as long as nobody is attacking the mission critical craft; *Red Claw* and *Chemeti 1*.

took a missile just before firing a pair of my own into Z-Alpha 1. Z-Alpha 2 was being blasted by another Gunboat, so I turned my attention to Z-Alpha 3, using my beam and my last pair of missiles. There were no more enemy craft in the area, so I reset all my energy systems to maximum and turned back toward the Interdictor.

M/CRV Chemeti 1 had made it to hyperspace. Part of the mission was done, but where was Chemeti 2?

Then some new corvettes entered the area, followed shortly by a Nebulon-B Frigate called *Z-Kopsh*. The corvettes were *Chemeti 1* and *Chemeti 2*. What was going on? I listened in on a radio exchange between the newly arrived corvettes and the *Red Claw*. Something was fishy. The first *Chemeti 1* had had

Mission Note: If you clear up the inital threat from the TIE defenders, you can call for a missile reload, which would be a very good idea. However, once *Chemeti 1* has left and the new craft enter the mission, you'll have to act quickly again.

the proper identification codes, but now it looked as if it had been a fake. I placed the real *Chemeti 1* at F6 and *Chemeti 2* at F7

Now the situation became a lot worse. I was angry. I had just done a wonderful job of protecting the enemy! I was ready to exact some revenge on the starfighters that began to launch from the Frigate. The Frigate was launching TIE Advanced groups. I called for a reload, and once I had docked with the utility vehicle, I checked to see that nobody was attacking either of the modified corvettes before targeting the nearest T/A.



Blasting T/A Z-Theta 3

Mission Note: If you don't destroy Z-Theta quickly enough, they will launch space bombs and destroy the *Red Claw*. Therefore, it helps to try to reload as soon as possible in this mission so you can be in position to stop the space bomb attack.

I targeted *Z-Theta 1* with dual-fire missiles and fired as soon as I had a lock, then switched to *Z-Theta 2*, followed by *Z-Theta 3*.

I checked the *Red Claw* and the two corvettes, but nobody was currently attacking either of them, so I went after the nearest enemy starfighter, T/A *Z-Eta 2*.

Before I could engage Z-Eta 2, however, Chemeti 2 came under attack by T/A Z-Zeta group. I switched directions and targeted Z-Zeta 1, firing my missiles just as two enemy projectiles hit my ship, destroying most of my shields. I reset cannon recharge to maximum, but shields to zero. I kept transferring cannon energy to shields to try

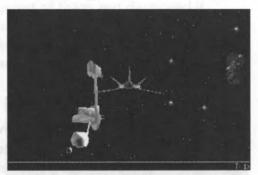
to get some protection while I went after *Z-Zeta 2*, using my beam weapon to hold him so my missiles would be sure to hit. I got another missile warning, but I went after the next Advanced from *Z-Zeta* group.

Once there were nothing left of Z-Zeta, I checked the condition of the corvettes and the Interdictor, and they all seemed to be safe. I found the nearest enemy, *Z-Eta 3*, and went after him.

The basic tactic I used was to hit the T/As with missiles, using the beam weapon whenever I thought it necessary. Occasionally, I was able to use the beam weapon to hold an enemy still while other Imperial starfighters finished him off. I disposed of Z-Eta, and no additional fighters appeared from the Frigate, so I returned for a reload from the utility vehicle. At 13:30 into the mission, *Chemeti 2* entered hyperspace and I got my primary mission objective completion.

With my second reload, the clock read close to 15:00. I headed toward the *Z-Kopsh*. Switching to single-fire missiles, I targeted the Frigate's gun turrets, coming in head-on, and tried to remove its guns with the missiles. My mission was complete at this time, but I wanted to take out Zaarin's Frigate.

At about 31 minutes into the mission, I was still attempting to destroy the traitor's capital ship. A pair of friendly Strike cruisers had entered the area and launched TIE Interceptors to help protect the *Red Claw*. The Interceptors were joined by some TIE Bombers, and they all came to help me destroy the Frigate. I disabled Zaarin's ship just as the T/Is got within cannon range.

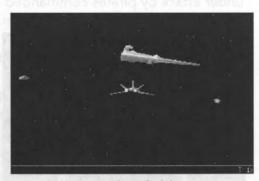


TIE Interceptors firing on the Frigate.

About three minutes later, the Frigate went up in a blaze of glorious fire and smoke, and I figured I was done with this mission. I headed toward the *Red Claw* and entered the hangar. It was a successful mission, after a fashion. Unfortunately, we saw the scientist to safety on the wrong ship. I was sure this

mission's results would come under some heavy scrutiny, and was I ever glad I wasn't the one in charge. Just a dumb pilot; that's me.

Mission Note: Even if you see through the plot and attack the false *Chemeti 1*, you will lose. Surprises only work once, and sometimes it's necessary to "force" the story along a little. Nice idea, though.



Red Claw at the end of the mission.

Debriefing (Win Conditions)

Primary Goals: Interdictor Red Claw must be boarded

Mod. corvette Chemeti 1 must complete mission

Mod. corvette Chemeti 2 must complete mission

Interdictor Red Claw must survive until other goals are completed

Bonus Goals: Utility tug Rover must survive for 100 pts

TIE defender group Z-Alpha must be destroyed for 2500 pts

TIE defender group Z-Beta must be destroyed for 2500 pts

TIE defender group Z-Gamma must be destroyed for 2500 pts

TIE defender group Z-Delta must be destroyed for 2500 pts

Nebulon B-2 Frigate Z-Kopsh must be destroyed for 3000 pts

TIE Advanced group Z-Eta must be destroyed for 2500 pts

TIE Advanced group Z-Theta must be destroyed for 2500 pts

TIE Advanced group Z-Zeta must be destroyed for 2500 pts

Mission 3

Under the Gun

Mission Briefing

One of our cargo transfer areas is under attack, ostensibly by TIE defenders in the hands of Tarrak's pirates. A Rebel cruiser seems to be observing the action. Your job is to assist in the rescue of the personnel assigned to that area. They will be attempting to escape in a freighter.

Stele's After-Action Report

I was flight leader in a two-ship group of TIE defenders. My T/D carried eight advanced missiles. Our mission objective was to save the modular conveyor *Ulzepdi*, which was attempting to escape a cargo transfer area that was under attack by pirates commanded by the notorious Ali Tarrak.



The Uzepdi in trouble.

At the beginning of the mission, I realized that there was no time to waste. I targeted the first of the Twings, Gotmilc 1, and flew on an intercept course with my lasers on full recharge, barely passing over the modular conveyor Uzepdi and putting myself between the T-wings and the Uzepdi. I also told my wingman to attack, though I think he would have done so anyway. No

sense taking chances. I wanted all the help I could get.

About 18 seconds into the mission, I got a message that some rockets had been launched. I knew that only a couple of hits could destroy the *Uzepdi*, so I started shooting single-fire lasers at the rockets to take them out. I knew it was of the utmost importance that I get them all. As soon as I saw the



Targeting a rocket.

first yellow flicker of a rocket in the distance, I began firing, keeping T-W Gotmilc 1 targeted.

Behind the rockets came the three T-wings, so I kept firing as we closed the distance, then fell in behind the nearest of them and destroyed it.

Five TIE defenders were busy destroying the containers, but I knew there was nothing I could do about it. Still farther away was a Rebel cruiser called the *Jester*. I knew that the officers aboard the *Jester* were observing the performance of Tarrak's ships.

With the help of my wingman, I destroyed all three T-wings. Following the T-wings were four transports from Lucthz group. These transports constituted another deadly and immediate threat to the Uzepdi's safety. I switched to missiles and took out Lucthz 3 quickly, switching back to lasers to go after Lucthz 2 while adjusting my recharge rates to match speeds better.



TRN Lucthz 2 in the CMD.

Meanwhile, Lucthz 1 had gotten a couple of klicks away, so I switched back to dual-fire missiles and launched as soon as I got a red lock on him. My wingman was engaged with Lucthz 4, so I went in to help finish the last transport off.

With the T-wings and the transports destroyed, the only remaining starfighters in the area were the TIE defenders of Bogie group. The container field was a mess by now. The T/Ds were destroying them systematically. I headed in that direction, hoping to salvage something, knowing that I would be too late.

As I headed toward the T/Ds, two more groups of T-wings, Gotan and Notow, entered the area, seven new ships in all. Hitting the Z key to check who these ships were targeting, I saw that Notow was targeting me while Gotan was concentrating on the Uzepdi. I assigned my wingman to go after Notow 1, while I targeted the other. I placed both T-W



Shields at 36 percent on T-W Notow 2.

Mission Notes: The two T-wings from

Notow group are the most dangerous to

the player, and should be taken out as

Gotan group are going after the Uzepdi

with rockets, but they will barely be able to reach the modular conveyor

soon as posible. The T-wings from

Notow in memory locations. I recognized that these pirates were unconventional in their tactics, having led with their Bomber group (Gotan) while trailing with the interceptor group (Notow). If I had simply attacked the lead group, the trailing escort would have decimated me.

The destruction of the containers continued, and I was afforded the dubious pleasure of watching them explode at fairly regular intervals. A single missile took out Notow 2, and I turned to help finish off Notow 1, realizing in the process that my wingman was gone. I finished Notow 1 and headed toward the T-wings from Gotan group, which had gotten past me and were headed toward the modular convey-

or. I redirected all energy to my engines to catch up with them quickly. With all energy shunted to engines, my speed reached 218.

As soon as I had a yellow lock and realized that I was within range, I fired three of my missiles at successive Twings. Then I pulled in behind Gotan 1 and fired my lasers quickly, destroy-

before it reaches its jump point. The five T/Ds of Bogie will return to their mother ship after destroying all the containers. There is no way to prevent this from happening. They will then reemerge, this time armed with advanced missiles, and target the player's ship. The player's wingman has orders to leave when the second group is launched.

In Hard Mode, two additional T/Ds come out from group Badi. These come out as soon as Notow's ships are destroyed.



Firing on T-wing Gotan 1.

ing him just as he launched a rocket. I shot the rocket before it could get away. All the T-wings were gone now, and after about 30 seconds more, the *Uzepdi* jumped into hyperspace and the mission complete message flashed in the cockpit. Time to go home. But there were four enemy-flown TIE defenders coming after me.

There were some mines around the cargo area, but the T/Ds also destroyed the mines.

The Jester waits for 3:30 and flies home. It's pretty much impossible to destroy it. Don't bother.

Debriefing

Primary Goals: Modular conveyor Ulzepdi must complete mission

Mission 4

Missile Boat Diplomacy

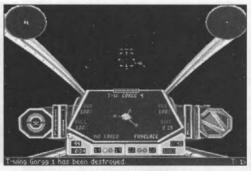
Mission Briefing

Our spies have found some TIE defender prototypes aboard one of Tarrak's merchant cruisers, and have determined that the merchant is planning to sell these prototypes to the Rebels. You will fly the new missile boat in support of a mission designed to capture the cruiser. ISD *Grey Wolf* will arrive to assist after the cruiser has been disabled.

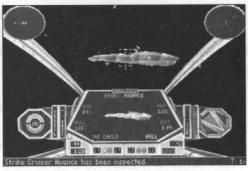
Stele's After-Action Report

This was the first time I had flown one of the new missile boats. I was flight leader in a two-ship group. These new missile boats were amazing. Mine carried 80 advanced concussion missiles, and I felt ready for anything. Our mission was to assist Gunboat group Mu in the disabling and capture of a neutral cruiser that was carrying TIE defenders for sale to the Rebels.

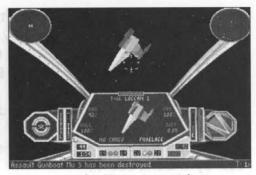
As we entered the area, the three Gunboats were right in front of me. I powered up my laser recharge rates and pressed R to located the nearest enemy craft. T-wing Gorgg 1 showed up in my CMD, and I noted that there were six T-wings of Gorgg group. I ordered my wingman to attack Gorgg 1 and switched to the next in line, firing a missile when I had a red lock. As soon as I fired, I



Firing a missile at T-W Gorgg 4.



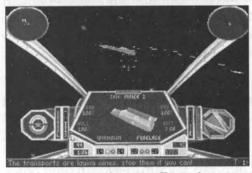




Another T-wing in my sights.

switched to the next T-wing and fired again. I destroyed four in quick succession while GUN Mu began a torpedo attack. About that time, I noticed some transports off in the distance. They were called *Miner 1* and *Miner 2*. These craft were laying a path of mines for the cruiser to use as protection, and I decided to take the transports out before they could fill the area.

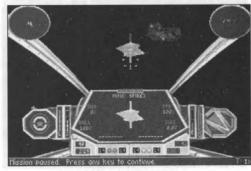
I switched to dual missiles and used the overdrive booster to close quickly. Once I was within range, I disengaged the overdrive booster and fired dual missiles at *Miner 3*. T-wings from Kurtang group were in the area, coming after me, and I got an incoming missile warning. After taking out *Kurtang*



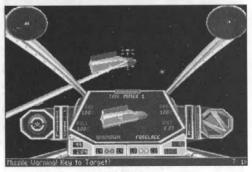
The Nuance is dropping off mine layers.

2, I fired dual missiles at TRN *Miner*1, then followed with an attack on *Miner 2*. Now I was after more T-

Mission Note: TRNs Miner will lay a tunnel of mines for the cruiser to follow. The best way to approach this mission is to take the transports out as quickly as possible so you don't have to contend with the mines they leave behind.



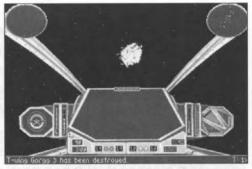
Targeting a mine.



TRN Miner 1

wings, from Kurtang and Logan groups. I continued to fight the T-Ws, as three more T-wings from Vedorr group joined the battle. I took a lot of hits and my shields were depleted, so I circled until some repairs had been completed before engaging the new T-wings.

About five minutes into the mission, the shields of Strike cruiser *Nuance* were down; soon its systems



Taking out T-W Gorgg 3.

were disabled by the Gunboats. I was able to destroy all the T-wings with help from my wingman, but he was killed toward the end of the dogfight. Now all that was left were a few mines and the Rebel cruiser *Prism*.

I switched to lasers to take out the mines. Even with only one laser cannon, the missile boat fired quickly and accurately, and I found myself warming up to her as I took out the few mines that had been laid. While I was doing that, the ISD *Grey Wolf* entered the area. Meanwhile, the Gunboats went after the *Prism*, and the assault transport *Sigma* was launched from the *Grey Wolf* to capture the cruiser. I headed toward *Sigma* to help it reach its destination safely.

By this time, there was only one Gunboat left, but he kept attacking the *Prism*. At about eight minutes into the mission, the ATR began docking pro-

ceedures with the Nuance. The docking operation took about 30 seconds, then the Sigma headed back toward the Grey Wolf. I thought about going after the Prism. I had more than forty missiles remaining, and after I had escorted the Sigma into its hangar, I received my mission complete message. I fired about 28 missiles at the Prism, hanging just over 3 km away so she couldn't return fire. Then I tried to finish her off with my lasers, but she escaped into hyperspace. I could have finished her, but I was a little slow. I took out a Rebel probe before heading back to the Grey Wolf and entering the hangar. Mission complete.

Mission Notes: T-wings all carry regular missiles. Both cruisers also carry regular missiles.

Missile boats are equipped with special boosters called the Sub-light Acceleration Motors (SLAM). These special boosters will double the speed of the missile boat, drawing power from the laser energy reserves as long as they last. These boosters may be used to catch up quickly with an enemy, or to boost speed before firing warheads, which makes them more likely to hit fast-moving targets.

On Easy mode only, if your first group of Gunboats is destroyed, three more will be created.

Mission Summary

First you want to destroy the six T-Ws Gorgg quickly. Use overdrive boosters. They must not intercept the Gunboats. Then go after TRNs *Miner 1-3* before engaging the rest of the T-wings. If all three Gunboats are destroyed before the cruiser gets disabled, the mission cannot be completed (unless in Easy mode, as noted previously). You might want to help attack the *Nuance* if necessary.

Debriefing (Win Conditions)

Primary Goals: Imperial Star Destroyer *Grey Wolf* must survive Assault transport *Sigma* must complete mission Strike cruiser *Nuance* must be boarded

Bonus Goals: Carrack cruiser *Prism* must be destroyed for 6350 pts Probe Yey must be destroyed for 1300 pts

Mission 5

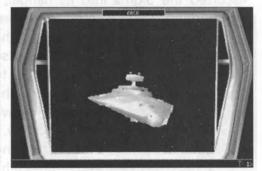
Rebel Assault

Mission Briefing

The Rebels have responded to our capture of Ali Tarrak's TIE defenders by mounting a counterattack against the *Grey Wolf.* You will use the missile boat to thwart their attack and take out their Carrack cruisers. Teach the Rebel scum a lesson.

Three Rebel cruisers have appeared to attack the *Grey Wolf*. It seems that the Rebels want to get those TIE defenders back, and are going after our Star Destroyer. But Admiral Thrawn will not show any sign of weakness, and we've been told to stand our ground. TIE fighters Alpha and Beta have already been launched, and are dogfighting the Rebel A-wings that were

escorting the cruisers. You will fly a lone missile boat armed with 40 advanced missiles and 10 space bombs. Your mission is to thwart any torpedo attacks on the *Grey Wolf*, and to destroy the cruisers. This is a tall order for one lone craft, but you are well armed. Be prepared, and do your duty to the Emperor!



Looking back at the Grey Wolf.

Secret Orders

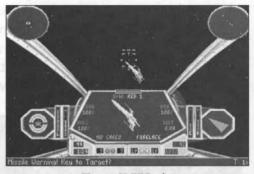
Destroy any shuttles or transports that launch from the cruisers. No Rebels are to escape, particularly not any officers from the cruisers.

Stele's After-Action Report

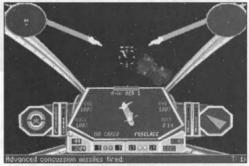
As the mission began, I almost immediately got the message that T/F Alpha 1 was destroyed. Most of T/F Beta was already gone. I flew out to see if I could help, targeting A-W Red 1 and switching to dual missiles. I didn't use my overdrive boosters because I would have arrived at the battle scene with no lasers and low shields. Instead, I recharged my lasers and shields en route, noting the destruction of T/F Alpha 2 as I closed on the battle.

Transport Omega was on the scene, ready to reload me as needed, so I didn't worry about conserving missiles. I fired dual missiles at the nearest of the A-wings, which turned out to be Red 2. I waited until the missiles were halfway to him, then hit him with the tractor beam, making him a perfect target for my warheads. He fireballed, and I turned my attention back to A-W Red 1.

About this time, two groups of Xwings appeared — eight in all — and they were headed toward the Star Destroyer. Fearing that they might be carrying warheads, I turned to intercept them. Since they were engaged in attacking the Grey Wolf, they flew a straight path, and I was able to take them out one at a time with dual missiles



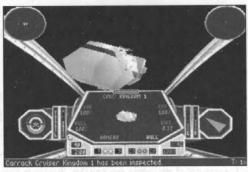
Target: X-W Red 1



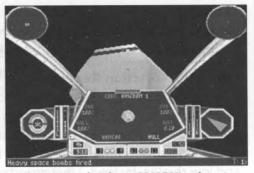
A pair of missiles for Red 1.

Once all eight X-wings had been destroyed, I went back after the A-wings and some Z-95s that had been launched. The Headhunters required only a single missile each to destroy, and using the beam weapon I made short work of them. The A-wings were tougher, and I wasted a few missiles, but ultimately I got them all.

Now I headed toward the Rebel cruisers. I targeted CRKC Kingdom 1 and switched weapons to space bombs. I launched five space bombs quickly at her from a distance, taking a chance that they would not be intercepted. All five hit, and I followed with some missiles to take her out. As I closed



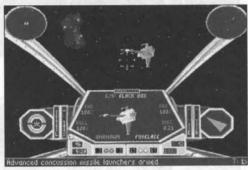




Firing space bombs at CRKC Kingdom 1.

in, some Z-95s launched, and I took them out as they were still on their preset launch path. I finished off the cruiser with lasers.

The cruiser had launched an escort shuttle called *Black Box*, and I decided to use my boosters to catch up with him. I flew in close and inspected the *Black Box*, then finished it off with my remaining missiles. Heading back toward the cruiser, I realized that I was pretty much out of weapons.



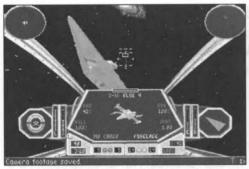
E/S Black Box

Eight Y-wings from Red and Blue groups had appeared. They were carrying space bombs, and so I headed back to help destroy them with my lasers. They were already weakened by the Star Destroyer's fire, but I had to finish them off. The Star Destroyer had taken a lot of damage, and her shields were out.

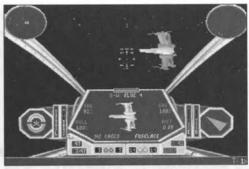
I went in toward the cruisers again and launched my remaining space bombs, then, with no more

starfighters in the area, I went for a reload from TRN Omega. I set all my weapon and shield systems to full recharge and turned the nose of my craft to face the oncoming cruisers. By the time I had finished reloading, the remaining cruisers were in range of my bombs. Before the operation was completed, the cruisers came within range and began to fire at me, so I hit the throttle and went after Kingdom 2. I had already damaged Kingdom 2 with some bombs, so I dropped a couple more into it and finished it off with

Mission Note: The *Black Box* will launch as soon as you attack *Kingdom 1*. Be sure to intercept and destroy the *Black Box* as soon as it launches to obtain the bonus and secondary goals.



X-W Blue 4 attacking the Grey Wolf



Up close with X-W Blue 4

lasers. I used my remaining six bombs on the last cruiser, which by this time had gotten within range of the Star Destroyer. They were exchanging fire. One of my space bombs missed, so I began shooting missiles until *Kingdom 3* fireballed like the others.

Just in time, I got the mission complete message.

Mission Summary

Engage the A-wings first. When the X-wings appear, stop them immediately. Stop any Z-95s that are launched. Same with the Y-wings. These are primary threats to the Star Destroyer, especially the X-wings and Y-wings, which carry space bombs. Next attack *Kingdom 1*, then go after E/S *Black Box*. Inspect it and then destroy it immediately with a trio of advanced missiles. Finish off *Kingdom 1* and launch any remain-

Mission Notes: T/F Beta 3 does not usually survive the first minute of the mission. His destruction triggers the entry of two groups of four X-wings. If Beta 3 does survive the first A-wing attack, he'll head over toward the cruisers to get destroyed and the X-wings will arrive later. Whenever the X-wings do appear, take them out as quickly as you can. They should become an immediate priority. Intercept them before they can launch their bombs at the Grey Wolf. Use the overdrive boosters if neccessary. If any Z-95s are launched, take them out with single missiles.

Remember, you can actually fire weapons during the reload process. The docking will continue to reload you each time you fire. If your target is within range, this is a handy cheat. You can also hit the throttle and start flying around. The docking will continue to reload warheads even though you are in motion now.

ing space bombs at Kingdom 2, get a reload and finish off the remaining cruisers.

Debriefing (Win Conditions)

Primary Goals: Imperial Star Destroyer *Grey Wolf* must survive Carrack cruiser *Kingdom 1* must be destroyed

Carrack cruiser Kingdom 2 must be destroyed
Carrack cruiser Kingdom 3 must be destroyed
Secondary Goals: Escort shuttle Black Box must be destroyed
Bonus Goals: Escort shuttle Black Box must be inspected for 5000 pts

Mission 6

Eliminate TIE Defender Factory

Mission Briefing

This mission is a full-scale assault aimed at destroying
Tarrak's TIE defender factory. To accomplish this end, you
will clear the defenses from the facility and help bring it down.
First, you will have to clear a minefield comprised of type C mines.
These are lethal mines, and must be taken out. Watch out when you
destroy one, though, as it will launch a missile of its own as it explodes. Also,
you will destroy the factory's advanced anti-warhead system. There are also
a half dozen TIE defenders. When you arrive, they will not be active, but
assume that they will be manned and activated soon after the attack begins.

Admiral Thrawn is overseeing this mission personally from his flagship Star Destroyer *Grey Wolf*. Thrawn's flagship will be protected by two groups of TIE Interceptors. Once you have destroyed the factory's defense systems, TIE Bomber group Beta will attack and destroy the facility with rockets. Your missile boat will be loaded with a total of 80 advanced missiles as well as the improved tractor beam.

Secret Orders

When the factory's shields are down, the pirate Tarrak will attempt to escape. Help GUN Tau to bring the escape craft's shields down quickly. Since you don't have ion cannons, you'll have to depend on the Gunboats to finish the job.

Stele's After-Action Report

I went to the map as soon as I left *Grey Wolf's hanger*. About 6 km away, a group of T-wings and T/Is were dogfighting, but the T-wings were outnumbered. About 13 km away, a group of about five Y-wings was gathered, apparently getting ready to attack the Star Destroyer. At 18 km, Tarrak's factory was surrounded by the type C mines. There were also some containers with TIE defenders parked next to them. The TIE defenders were designated *Red Devil 1-3* and *Blue Devl 1-3*. I realized that my only

hope of getting to these starfighters before they became operational was to engage my SLAM.

Closing the map, I targeted the nearest enemy, T-wing Pincer 5. I set lasers to maximum recharge, shields and beam to minimum, then engaged the SLAM. I reached a speed of about 304, blasting past the T-wings and on toward the Y-wings. I targeted Y-wing Gold Devl 5. Switched to dual-fire missiles and destroyed the enemy craft. I wasn't sure if I could have blown away any

more of them, but I was after the TIE defenders. When the overdrive ran out of energy, I waited until the lasers were charged up a little, then reengaged the SLAM. I targeted the nearest of the TIE defenders, *Red Devil 1*, and switched to sin-

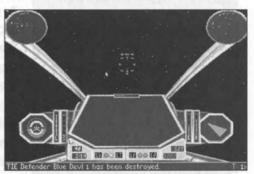
gle-fire mode with beam recharge at maximum. I fired a missile at the first T/D, then fired another missile at each of the other T/Ds of Red Devil. Now I reengaged the overdrive and headed toward the Blue Devl group, repeating my single-missile attack on them.

The targeting computer showed the nearest enemy was a mine, and the message log showed that in the



Taking out T/D Blue Devl 1.

Mission Note: If you have any trouble getting to all the T/Ds in time, you might want to skip the first Y-wing and just target Red Devl 1 from the start.



Last of the T/Ds turns to wreckage.

first moments of the attack, a Corellian transport had entered the area, but had returned to hyperspace within about a minute. I was reminded to take out the factory's warhead launcher, and I noticed that the TIE Interceptors were taking on the Y-wings I had let go.

My method for taking out the Type C mines was to fire three missiles at three mines, then switch to cannons and shoot down the missiles that were coming at me. This was not particularly easy, but it was quick and effective and entailed minimal risk to my ship. I switched back and forth between warhead launchers to keep my loads about even on both sides.

Mission Note: Ace pilots can develop a fast timing that helps them destroy the Type C mines. Because the mines are stationary and the missile boat's targeting computer is very fast, you don't have to wait for a complete red lock. Once you line up with a vellow lock, fire a missile, then switch to the next mine, fire again, and switch and fire again. Be quick about it or the mine's own lasers may block your missiles. By the time you've fired at the third mine, the first missile should be hitting the first mine, which will launch a retaliatory missile. Press the Space Bar to target the incoming missile and shoot it with cannons. By this time, a second missile will be on the way; shoot it and then the third. If you're really quick, you can take out the entire minefield this way. However, for mere mortals, you may have to take a more cautious approach, taking out one or two mines at a time. Keep lasers and shields at full recharge, and beam at normal. Be aware, however, that some friendly T/Bs enter the area when half the mines have been destroyed, so you don't want to take too long to get rid of them or you may lose some of your Bombers.

Mine shooting, especially against Type C mines, takes a lot of practice. One tip is to go into the mission with invulnerability and unlimited ammo turned on for practice, then, once you have it down, go in and fly the mission for real.

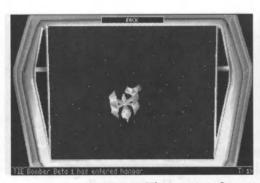
Once I had come in close enough to the factory, I swung in around a container, inspecting it to see that it had no cargo. I tried to keep the container between my ship and the factory while I targeted the factory's warhead launcher on the CMD. Once I had it targeted, I quickly launched four missiles, two at a time, hoping to overwhelm the warhead defense system with numbers. Normally, a multiple attack is the most likely to succeed.

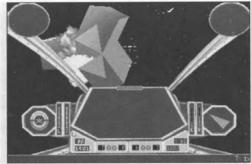
I returned to mine sweeping, reseting my warhead launchers to single fire. Finally, at 16 minutes into the mission, I had finished clearing the minefield. I had fewer than 30 missiles left, but the situation looked promising. Checking the map, I saw that TIE Bomber Beta had already launched a salvo of rockets to take out the containers as they prepared to make an attack on the factory. TIE Interceptor groups Alpha and Gamma were still around, some distance from the *Grey Wolf*, which was about 10 km from my position.

I decided to help the TIE Bombers by flying in and drawing fire away from them. The Bombers were carrying rockets, which would do more damage than I could with my missiles.



The factory under rocket attack.





The container frags with help from the factory.

I saw that container group Pi had-been ignored, so I decided to strafe them while using them as a shield from the factory's fire. I watched in my rear view, veering as necessary to avoid being hit by any shots that got by.

The factory's shields were down to about 20 percent. I used my SLAM after making each firing run to outdistance the factory's gunners quickly, then turned around and went back in. I tried to stay within range of the factory's gunners to keep drawing fire, and I also fired a few warheads of my own at the laser turrets to try to cut down even further on the factory's defenses.

As soon as the shields on the factory were down, Corellian transport *Choora* launched. My guess was that Tarrak was aboard, and I headed toward it. Three missiles quickly took out all but 20 percent of the TRN's shields. One final missile finished off the shields, but the Gunboats weren't in position yet to disable the evacuee, so I engaged my tractor beam to hold it in place until they arrived. The Gunboats came in directly in front of the fleeing craft, and quickly disabled it. Now Tarrak was as good as captured.

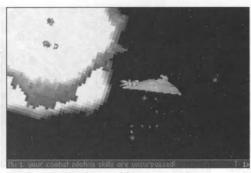
I returned my attention to the factory. I had twelve missiles left, and I fired all twelve at the platform. A reloading tug was launched, so I targeted it at about the same time the factory went up in flames.

Now you would think that would do it for this mission. Our goals were complete. But then a Rebel strike force arrived on the scene, and I rendezvoused with the reloader before taking on the newcomers.

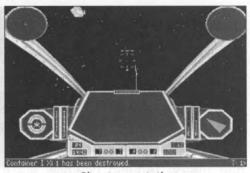
The Rebel force consisted of the Calamari cruiser *Independence*, two Strike cruisers from group Lonsigar, and some X-wings and A-wings. Once my missile boat was reloaded,



Using the tractor beam to hold the transport.







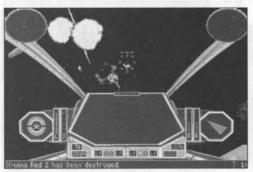
Shooting a missile.

I went to full throttle and targeted A-W *Blue 1*, which was already heading back toward the hangar. I redirected everything to engines to catch up, then fired as soon as I had a red lock.

Several other A-wings were chasing me while still others were engaged with our TIE Interceptors. Our B-wings were taking out the remaining containers while transport *Epsilon 1* was headed out to board the *Choora*, and some of our Gunboats were going after X-wings. I decided to go after the A-wings who were showing a little too much interest in the Bombers, but before I could get there, they were destroyed. A-W *Blue 5* was firing a missile at me, and *Blue 6* was joining the fun, so I targeted *Blue 6*, used my beam weapon, and destroyed him quickly. I then finished off *Blue 5* before dispensing with the damaged *Blue 2* with a single missile. After that, I took time to note that the Gunboats had the situation in hand against the X-wings.

At 23:00 on the mission clock, I got a message that the Corellian transport *Choora* had been captured. The Emperor would be pleased. We had Tarrak.

Once all the A-wings were gone, I went after the remaining X-wings, using my SLAM to get into the action quickly. There were only two X-wings



X-W Red 2 is dust.

left, and then one, as I pegged X-wing Red 2 with a missile.

Red 3 was in better shape, but I switched to dual-fire missiles and shot him in a head-on pass. My next target: the *Independence*. The cruiser had two warhead launchers, one on each side, so I targeted each in turn and fired a pair of missiles at them. Once the warhead launchers were destroyed, I targeted *Lonsigar*

1, which also had warhead launchers. I lined myself up to get a good shot at the launchers and fired a pair of missiles. I then targeted the warhead launchers on Lonsigar 2 and destroyed them as well.

Mission Note: Lonsigar 2 may take off and head away from the action if you destroy the *Independence* first. If so, you can still catch up with it using your overdrive and destroy it with missiles.

Finally, I flew between the two craft, firing as I went and trying to get them to shoot at each other. With the warhead launchers destroyed, I went after the gun turrets, firing dual missiles at them as well. I retreated outside the range of the capital ship's guns when my shields got low. It took more than twenty missiles to finish off the Strike cruiser *Lonsigar* 1.

Now it was time to get busy with the cruiser *Independence*. With its warhead launchers gone, it was just another capital ship, albeit a big one. Unfortunately, none of the other Imperial ships in the area seemed interested in taking it on, so I was on my own. I targeted the laser turrets and fired all my remaining missiles from a distance, then called for a reload. The mission clock read about 30 minutes. All primary mission goals were accomplished, as well as the secondary goal of capturing Tarrek's escape vehicle.

Once I was loaded up, I began launching missiles as fast as I could. The cruiser had about 42 percent shields remaining at this time. Within minutes I had whittled its defenses to a thin veneer. Her guns blocked some of my missiles, but with a full load of 80, the cruiser didn't stand a chance.

Debriefing (Win Conditions)

Primary Goals: All All Class I cargo containers must be destroyed AND

All TIE defenders must be destroyed Imperial Star Destroyer *Grey Wolf* must survive



The end of a Lonsigar.

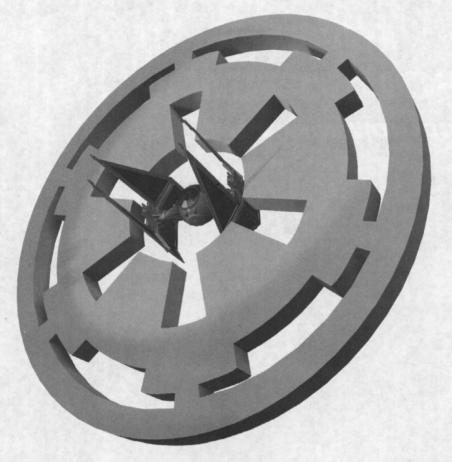


A last look at a Rebel cruiser.

X7 Factory Tarrak must be destroyed
Mine group PAN must be destroyed
Mine group PAS must be destroyed
Y-wing group Gold Devl must be destroyed
Secondary Goals: Corellian transport Choora must be captured
Bonus Goals: All X-wings must be destroyed
AND

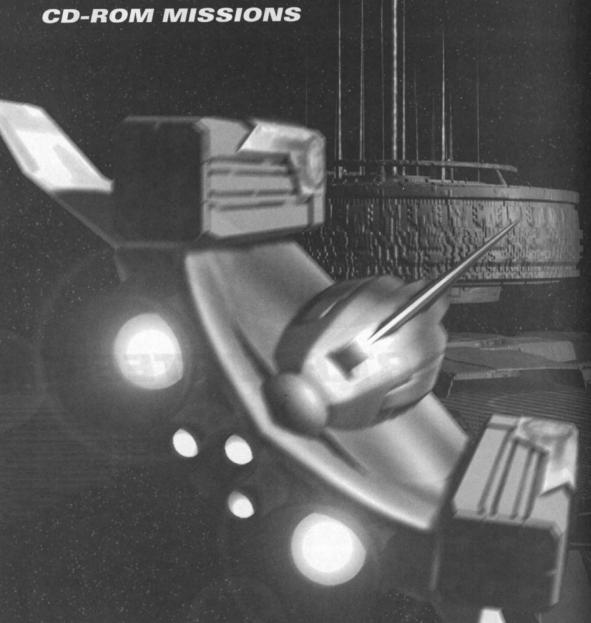
All A-wings must be destroyed
Calamari cruiser Independence must be destroyed for 6000 pts
Strike cruiser Lonsigar 1 must be destroyed for 2500 pts
Strike cruiser Lonsigar 2 must be destroyed for 2500 pts



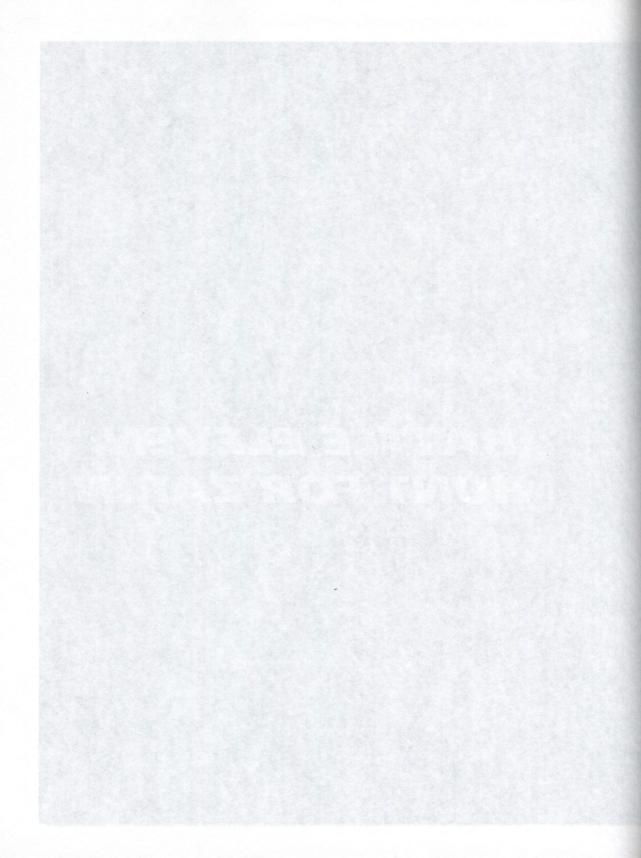


PART FOURTEEN

PART FOURTEEN



BATTLE ELEVEN: HUNT FOR ZARIN



Battle 11 Hunt for Zarin

Mission 1

Intercept Convoy

Mission Briefing

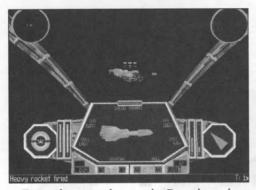
We have detected a supply convoy headed into the area where we suspect the traitor Zaarin is hiding. The convoy is protected by an old Dreadnaught and some obsolete starfighters. We suspect it is waiting to rendezvous with Zaarin's forces. Assault Gunboat group Tau has been sent in to disrupt the operation, and you will accompany them in missile boat Mu 1. You will carry a load of 40 advanced missiles and 20 heavy rockets, and also be equipped with a tractor beam. Your job is to clear all enemy fighters. Mu 1 will then inspect the convoy and destroy the Dreadnaught with a heavy rocket attack. If the convoy is carrying weapons or military supplies, they should be captured. If Zaarin's forces do appear, ISD Courageous will join the battle.

Secret Orders

Assist in any capture attempts by GUN group Nu. Protect the Gunboats and try to take out the shields of any craft they attempt to capture.

After-Action Report

Checking the map, I put Dreadnaught Rahmat in memory at F5. It was about 6 km away, guarding the three freighters. GUN Tau 2 was the last of



Firing heavy rockets at the Dreadnaught.

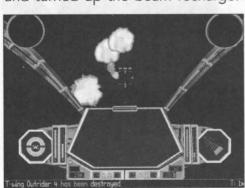
the surviving Gunboats from Tau group, and he was in the middle of a dogfight with three T-wings from group Outrider. Another six T-wings from Inrider were headed towards the action from the other side of the freighter group. Things did not look good for GUN Tau 2. I saved him at F6, then placed the first of the freighters, Furlo 1, at F7. Pressing the R key brought up Outrider 4, but

I decided to go after the Dreadnaught first. I targeted the *Rahmat* and closed the map.

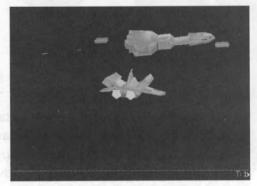
Switching to dual-fire rockets, I transferred all available cannon energy to my shields and set the cannon recharge rates to maximum. Meanwhile,

my missile targeting system got a solid lock on the Dreadnaught and I started firing rockets. I fired off five rockets in pairs, then added one single rocket for a grand total of 11. I then switched to missiles and engaged my SLAMs.

Overtaking my own rockets, I passed under the Dreadnaught, inspecting it, then disengaged the SLAMs as I activated the tractor beam and turned up the beam recharge. I



Destroying T-W Outrider 4.



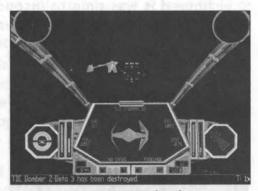
Flying in for an inspection.

came around the Dreadnaught and targeted the closest enemy starfighter, one of the T-wings from Inrider. I fired a single missile at him, and followed with missiles for all six of the T-wings, destroying them in a matter of seconds. After all of Inrider group had been dispatched, my next target was T-W *Outrider 2*. My first missile sailed wide, but the next one found its mark.

I hit F5 to check on Tau 2, and was somewhat surprised to find he was still alive. The A key told me that Inrider 2 was after him: My missile must have missed. I took out Inrider 2, making sure this time. F5, then A brought up Outrider 1, and I destroyed him with a missile, as well. Much to my chagrin, two more of Inrider group remained, a situation I set about correcting with more missile fire.

As I was engaged with the T-wings, Nebulon B-2 Frigate Strident arrived on the scene and launched three T/Is and a shuttle. Tau 2 headed out toward the shuttle to disable it, asking me to cover him. I finally destroyed Outrider 4, which had been harrassing me, using a combination of my beam and a missile. Switching to cannons, I went after the TIE Interceptors. One of them tried to escape, so I fired a missile at him as he ran. The rest I destroyed with cannons, but that only caused more to be launched. About

that time, ISD Courageous entered the area, having detected the arrival of Zaarin's forces. Tau 1 managed to disable the shuttle, while the Strident and the Courageous launched TIE Bombers to go after each other. I continued to take out the TIE Interceptors, but I also began firing at the enemy Bombers, as well. Nobody was attacking me, so it was easy to slip in behind the slower Bombers and take them out.

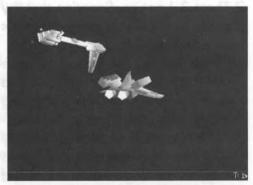


Destroy Zaarin's bombers.

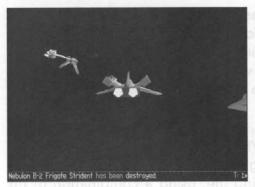
A new pair of Assault Gunboats arrived, and began helping to clean up the enemy. Before long, there were no more hostile fighters in the area. I

flew in close to the *Strident* to inspect it, finding that the Frigate had taken a massive rocket attack from our Bombers. I engaged my SLAMs, then looped around and fired a pair of rockets at the Frigate when I had made some distance. I fired another two pairs after that.

Some TIE Advanced arrived, and I headed after them with missiles in dual-fire mode. Meanwhile, my



Attacking the Strident.



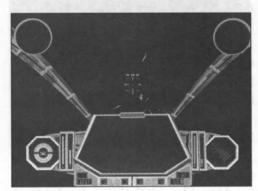
The end of the Strident.

previous salvo of rockets destroyed the *Strident*. Scratch one Frigate.

I then reset the tractor beam recharge rate to maximum and reengaged the device. With the first T/A securely in the beam, I launched a pair of missiles, holding the enemy steady while I waited for impact. As it turned out, I wasted my missiles, because some other ships from our attack force took out the Advanced

while he was held helpless. Z-Eta 2 was already damaged, so I switched to cannons and finished him off.

I figured it was time to inspect the shuttle and the freighters. I redirected the tractor beam energy to my engines, and began my



Going after the TIE Advanced.

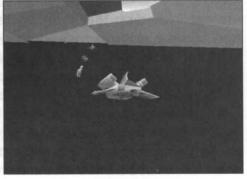
inspection with the freighters. All three were carrying military supplies, and capture operations were already underway.

Three more TIE Advanced arrived.

Three more TIE Advanced arrived then, so I switched to missiles and set the beam to full charge. Turning on the tractor, I targeted the nearest T/A. My missiles missed on the first pass, so I held the enemy in the beam until the projectiles came around again. As I switched to target

Z-Theta 3, I got confirmation that my primary and secondary mission goals had been completed.

Four more T/As arrived on the scene, these from Z-Zeta group, and I went after them with my remaining missiles. With the destruction of Z-Zeta, the area was clear of enemy starfighters. I redirected the beam energy to the engines while I waited for all the freighters to be captured.



Into the hangar.

Most of our forces were heading for hyperspace or heading home. It was very quiet. One by one, the freighters were captured, and it looked like a successful completion to the mission. Still, I waited and watched, until eventually I got the message that all my secret mission goals had been accomplished. It was time to head for home.

Mission Summary

To succeed in this mission, you must help *Tau 2* complete its mission. However, since you're too far away to assist at the beginning, it's a good idea to take out the Dreadnaught right off the bat. However, if you fire your rockets right away, you'll need to use your SLAMs to get to the Dreadnaught and complete your inspection pass before the rockets can destroy it. About that time, T-wings Inrider will be passing the Dreadnaught. Slipping in behind them, you should be able to take out at least three or four of the six of them with single-fire missiles before they can engage *Tau 2*. Now keep going after any craft attacking *Tau 2*.

Keep dogfighting, taking out the *Strident* when the opportunity presents itself. Be careful when the TIE Advanced show up. While the T-wings were using ordinary concussion missiles, the T/As will be firing advanced missiles, which can destroy you if you get sloppy.

Mission Goals

Primary Goals: Destroy at least 75% of all T-wings.

At least one freighter must be captured.

Destroy Dreadnaught Rahmat.

Inspect frighters Furlo 1 through 3.

Secondary Goals: Nebulon B-2 Frigate Strident must be inspected.

Shuttle Z-Sigma 1 must be captured.

Inspect Dreadnaught Rahmat.

Bonus Goals: Destroy all T-wings.

All freighters must be captured.

Transport Upsilon 1 must complete its mission.

Transport Upsilon 2 must complete its mission.

Assault Gunboat Tau 2 must complete its mission.

Destroy Nebulon B-2 Frigate Strident.

Destroy all of TIE Advanced group Z-Eta.

Mission 2

Preemptive Strike

Mission Briefing

You will fly missile boat Mu 1 in a solo operation. Your ship will be loaded with 40 advanced missiles and 10 heavy space bombs, and you'll also be carrying a jamming beam capable of disrupting weapons control systems of enemy capital ships, as well as the platform you'll find in the mission area. The jamming beam will prevent them from locking onto your craft. Your primary goal in this mission is to knock out the warhead launchers on the Rebel Interdictor Cruiser Bomb, then take out the static defenses in the area, including mines and warhead launchers. Also, you must destroy any freighters or cargo-handling ships, while taking out as many of the enemy's starfighters as you can to help the rest of our attack force do its job unhindered.

Secret Orders

Be alert for traps. Under no circumstances can you allow the missile boat you are flying to fall into enemy hands.

After-Action Report

As I left the hangar aboard the ISD Courageous, I immediately checked my in-flight map. The platform was just under 5 km away, protected by two mine arrays of four mines each. These were type C mines, the kind that launch missiles when destroyed. Not my favorite type to deal with. Two modified Frigates from Kuma Squadron and the interdictor Bomb were arrayed about the platform, each about 2 km from it. In addition, there were about six containers, along with a tug and a heavy lifter. A pair of T/Is from Z-Alpha were patrolling the station perimeter, about 9 km from me. On the platform itself was another TIE Interceptor, as well as a shuttle; Epsilon 2.

Still working from the map, I targeted the *Courageous* and saved it in memory position F5. I then saved the platform at F6, and the Interdictor at F7. Pressing the R key, I called up the tug K1, but he was too far away to engage with missiles. I decided to go after the warhead launchers on the Interdictor and the platform first. I set the Interdictor as my current target and closed the map.

I pushed the throttle to full, set my cannon and shield recharge rates to maximum, and transfered energy from my lasers to my shields. Switching to

dual-fire missiles, I began targeting the Bomb's weapon systems, first firing a pair of missiles at the laser guns, then quickly loosing another pair at the warhead launchers. I continued to fire at laser guns and turrets; two missiles for each. After firing a pair of missiles at each of the interdictor's weapons, I gave the same treatment to the platform's weapon systems.

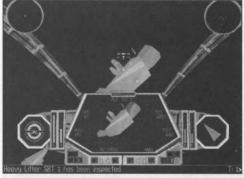


Flying in close to the platform.

My next target was one of the mines in the south polar array. I transfered more laser energy to my shields to beef them up to full, expecting to absorb a missile hit after firing on the type C mine. I used my missiles to take out the four mines in the south array, then targeted tug K1 and fired a single missile into it. The U key brought up tug K3, and I fired a missile into it, as well. I decided to fly close to the platform and inspect it. To do so, I engaged my SLAMs, and reset my shield recharge rates to normal. As soon as I was close enough, I hit the R key, targeting SHU Epsilon, as well. This way, I completed inspection of both the platform and the parked shuttle in one pass.

My next target was the heavy lifter, SBT1. I flew in and inspected him, then took him out. While I was nearby, I decided to inspect the Interdictor for good measure.

There were still some mines out there, so I switched back to dual-fire missiles and destroyed them one after the other.



Inspecting the heavy lifter.

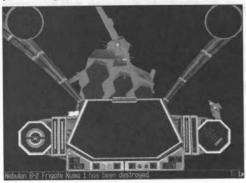


Watching the heavy lifter frag.

Mission Note: If you destroy a tug or heavy lifter that has already docked with a container, be sure to inspect the container first, or you won't be able to complete all your mission goals. The container will be destroyed along with the ship.

I flew in toward the containers and began an inspection flyby. Once I had inspected them all, I switched to space bombs and targeted M/FRG Kuma 1. Coming in with a stern attack and using my jamming beam to disrupt his weapons systems. At 1 km, I began firing bombs. Three pairs

nearly finished him, and I came back around and added one more for the desired effect. That left me with one missile and three bombs. Meanwhile, our T/Bs took out the *Bomb*, then went after the platform. I set the jamming beam recharge rate back to maximum for a moment, then engaged my SLAMs and headed toward *Kuma 3*. I fired my last missile, reengaging the jamming beam. A new Frigate arrived as I fired at *Kuma 3*.



Kuma 1 is history.

Mission Note: Lasers aboard capital ships actually take only one missile, whereas the laser turrets take two, as do the warhead launchers. So, theoretically, you can save warheads by switching between single- and dual-fire modes as you shoot the weapon systems aboard the Interdictor and the platform. To take out type C mines, however, you want to use dual-fire missiles. One missile takes out the mine, while the other takes out the warhead the mine launches when it is destroyed.

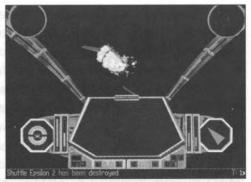
I called my reload craft over at that time, while keeping my eye on Kuma 3. I kept my jamming beam on him as I received a new load of missiles and bombs, then immediately engaged my SLAMs to continue the assault. Bombs away. The Courageous had almost finished Kuma 3, and I was happy to complete the job.

It was then that I realized we also had the company of a flight of T/Ds. They had just let loose a barrage of space bombs on the *Courageous*, and I could see that it was doomed, but I was determined to see this mission through.

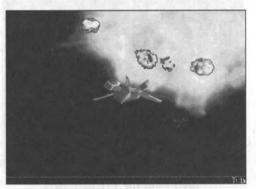
Mission Note: The jamming beam is less effective when you attack from a side angle, and may disengage at the most inopportune time. Therefore, it is recommended that you attack from the rear of a capital ship for best results.

I went after *Kuma 2*, firing four bombs into him on one pass while completing a quick inspection. Another pair of bombs followed, but then a new freighter arrived; the *Talon*. I decided I'd better see what was going on with this new craft, so I engaged the SLAMs again, switched to single-fire bombs, and headed in. When I was close enough to complete an inspection of the *Talon*, I fired a single bomb, obliterating the freighter instantly.

I now had the attention of Zaarin's T/Ds, but I kept a distance between us with the help of my SLAMs and some evasive maneuvers. I inspected the container the Talon had left behind. Two pairs of missiles later, the container was dust. I still had some goals left to accomplish, but for the moment. I had done what I could. I sent half a dozen missiles into Kuma 2 to finish him off. Meanwhile, the platform was down to about 20% hull. I targeted the jamming beam on the platform and fired a single space bomb into it as I came under attack by the TIE defenders. That finished the platform, but another Star Destroyer arrived. This one was the Thunder, and it was not a friendly ship. I immediately switched to dual-fire missiles and targeted a warhead launcher, engaging the SLAMs to



The end of shuttle Epsilon 2.



Fireballs, big ones and little ones!



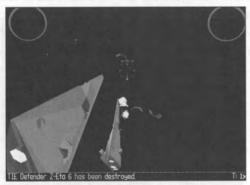
More T/Ds arrive.

close the distance, then disengaging and setting my beam recharge back up as I came within inspection range. Coming out of my inspection pass, I reengaged the SLAMs, turning near his bow and firing on the warhead launchers.

Another ISD, the *Imperator*, arrived, and I followed the same procedure I had used against the *Thunder*, inspecting and then taking out the warhead launchers.

Now that I had accomplished this secondary mission objective, I decided it was time to go after the TIE defenders.

First, I got away from the Star Destroyers, using my SLAMs to open some distance. I did some maintenance work on my shields, transfering cannon energy over to build them up while setting my recharge rates to maxiumum. Then I turned and targeted the nearest enemy starfighter, firing a pair of missiles while turning my jamming beam on him. When that defender had



Taking out the TIE defenders.

been eliminated, I turned and accelerated with my SLAMs to make some more distance, at least 3 km, then banked around and repeated the process, firing dual missiles at the nearest defender. I continued this cat and mouse tactic with devastating effect until all the pursuing defenders had been eliminated.

By that time, I was quite far from the rest of the battle, so I reengaged my SLAMs to get back into the thick

of things. Two TIE defenders from Z-Eta were still orbiting near the Star Destroyers. They hadn't come after me yet, but I figured they would once I had closed to within about 15 km. As soon as they responded to my approach, I disengaged the SLAMs, setting beam and shield recharge rates to maximum.

To destroy these TIE defenders, I employed basically the same tactic I had used with the others. Shortly, I had dispatched Z-Eta 4 and Z-Eta 1, and the Thunder entered hyperspace while a new group of TIE defenders arrived. The defenders were coming after me, and I resolved to use the same tactics on them as I had on the others, though I had only four missiles and two bombs left.

I took out the first defender with two of my missiles. My next pair of missiles missed, but then came around again and destroyed T/D Beta 2. Now I was out of missiles, and would have to try to use my remaining bombs against the TIE defenders—not a happy prospect. Of course, I wasn't successful trying to lob bombs at TIE defenders, so I switched to cannons, resetting shield recharge rates to normal and redirecting beam energy to the engines. After a long

dogfight, I was able to destroy half of the T/Ds, enough to achieve my bonus goal.

It took me about twelve minutes to achieve my primary and secondary goals, but another twenty minutes of cat-and-mouse dogfighting to get rid of half of the TIE defenders. After that, I was more than ready to head home. I engaged my hyperdrive, all goals completed. This mission was a qualified success.

Mission Summary

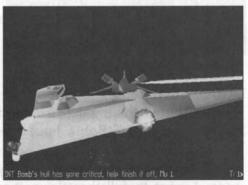
Because there are so many craft to shoot, you will need to get a warhead reload some time during the mission. However, it will be very difficult to do so once the enemy TIE defenders have entered the area. These craft are triggered upon the destruction of half of all the cargo vessels, and any two of the following five craft: the platform, the three modified Frigates, and the Interdictor. Therefore, before you destroy any two of these, you'll want to get your reload.

One good strategy is to use lots of missiles early by taking out the weapon systems on the Interdictor and the platform. Then use more missiles to take out mines and tugs. Following that, you can take out *Kuma 1* with bombs, and wear down *Kuma 3* with your remaining bombs. At this point, you want to be sure to inspect every craft, including the neutral freighter that comes in later and the two Star Destroyers.

To achieve all the bonus goals, you'll need to take out twelve of the twenty-four TIE defenders that appear throughout the mission. Also, be sure to inspect both the shuttle, *Epsilon*, and the heavy lifter. For this mission, they are both considered cargo craft!



The Interdictor is ready to go.



Finishing off INT Bomb.

Mission Goals

Primary Goals: 100% of all mines must be destroyed.

100% of all freighter craft must be destroyed.

PLT XQ6 supply base must be destroyed.

Interdictor Bomb must be destroyed.

Secondary Goals: 100% of all starships must be inspected.

100% of all freighter craft must be inspected.

PLT XQ6 supply base must be inspected.

Bonus Goals: SHU Epsilon 2 must be inspected.

50% of all TIE defenders must be destroyed.

Nebulon B-2 Frigates Kuma 1, 2, and 3 must be destroyed.

Mission 3

Bait and Switch

Mission Briefing

Grand Admiral Thrawn has devised a plan to trap Zaarin's forces, at least in part as retribution for their destruction of the *Courageous*. Taking advantage of Zaarin's fixation on new technologies, the missile boat is the bait to lure Zaarin into the trap. You will be flying missile boat *Mu 1*, coming out of container transport *Neelie 1*. Your craft will be held to the container transport by tractor beam. You will need to go to full throttles once the mission begins to clear your craft from the container transport. Your missile boat is stocked with a double load of advanced missiles—80 missiles in all. You will also have the tractor beam weapon on this mission. Once Zaarin has committed himself, Grand Admiral Thrawn will spring the trap, arriving aboard the ISD *Grey Wolf*, accompanied by three Strike cruisers.

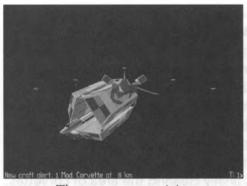
Secret Orders

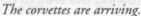
Inspect all enemy starships.

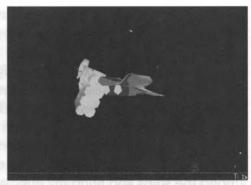
After-Action Report

Once I started the mission, I immediately checked the in-flight map. The T key brought up E/S Bob 1. I put him in memory at F5. Then I put Neelie 1 at F6, and Neelie 2 at F7.

The R key brought up T/A Z-Alpha 3, about 6.5 km away. Closing the map, I went to full throttle, setting all recharge rates at maximum and





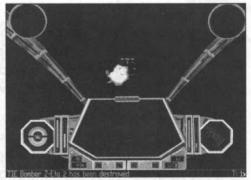


Grabbing a quick inspection.

transferring all available cannon energy to my shields. I then switched to dual-fire missiles, and challenged the enemy starfighters head-on.

As five modified corvettes from Kormoran group entered, I was able to get a quick inspection on the lead craft as it passed over me during its deceleration run. To do so, I hit the U key as soon as I heard the new craft arrival alert. Once I had indentified Kormoran 1, I immediately switched back to targeting Z-Alpha. All this took place in a matter of seconds. I fired my first pair of missiles at Z-Alpha 3, then followed with a pair of missiles for each of the remaining T/As. I took them all out in one pass, then switched to single-fire missiles.

My next targets were the TIE Bombers being launched from the corvettes. There were currently fifteen T/Bs in the area. I had to hurry. My shields were fully charged, and, with my beam recharge rate at maximum, I started after the Bombers. I went after each as quickly as I could call them up in the CMD and fire a missile, not waiting for the missiles to hit, but simply



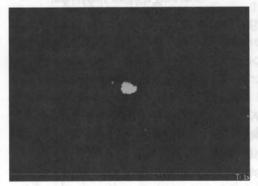
Destroying T/B Z-Eta 2.

working down the line: targeting, waiting for a lock, firing. I got several of the Bombers before they were able to start attacking the escort transports, and I kept firing missiles while our forces went after the corvettes, one of which went up in flames as I was dispensing T/Bs.

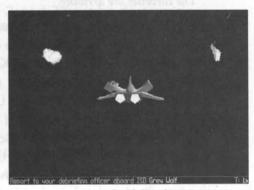
The container transports had made it to safety, so I ordered the escort transports to head for home, and went after the remaining Bombers, which

were targeting the container transports. A few moments later, I had reduced the last of the T/Bs to space debris. My next job was to inspect the modified corvettes.

I started with Kormoran 3, engaging the SLAMs to move through the inspection process quickly, and targeting the corvette's warhead launcher with dual missiles as I flew in close. Then I went after Kormoran 2, and gave him the same treatment. Kormoran 4 was next, and I fired four pairs of missiles at him as soon as I had completed my inspection. Then I turned and began firing at Kormoran 3, destroying it. I worked quickly, darting among the ships and firing my missiles, finally clearing the area of corvettes.



One more fireball.



Time for debriefing.

All my primary and secondary goals were completed. Now I just had to wait until E/S Bob 1 and Bob 2 completed their mission. They were almost into the hangar, so I headed in their direction to watch over things.

Time to go home. I headed toward the *Grey Wolf*, and entered the hangar myself.

Mission Summary

Hit the throttle immediately. Then maximize your energy systems to get your speed down, and your power up. Hit the U key as soon as you hear the new craft warning sound. Be sure to inspect that first corvette if you want to get all your secondary goals, then take out the TIE Advanced with pairs of missiles. Don't wait for a red lock, but get a yellow lock and fire after counting to three. Once the escort transports have launched their torpedoes at *Kormoran 1*, send them home so they don't get killed going after the other corvettes. If someone gets past you, use your SLAMs to catch up, and try to intercept any torpedoes they launch with your missiles.

As soon as the container transports have made it safely to hyperspace, finish off the rest of the TIE Bombers as quickly as you can, then go and inspect the corvettes. Come in from below and take out their warhead launchers with a pair of missiles each. Take advantage of any opportunities to fire missiles at other corvettes, then retarget the nearest corvette once you're close enough to inspect. For instance, as you head in to inspect one corvette, you can target another and fire on its warheads to keep it from launching missiles at you in the future. You can take out a modified corvette with ten advanced missiles.

Mission Goals

Primary Goals: Container transports *Neelie 1 & 2* must complete missions. 100% of T/A Z-Alpha must be destroyed.

Secondary Goals: Inspect five modified corvettes from Kormoran Squadron. Bonus Goals: Escort transports *Bob 1 & 2* must complete missions.

Five modified corvettes from Kormoran Squadron must be destroyed.

Mission 4

An Unexpected Attack

Mission Briefing

Somehow, the traitor Zaarin is anticipating many of Grand Admiral Thrawn's moves. As Thrawn was preparing another, more tempting trap for Zaarin, a critical part of his strike force has been ambushed by Zaarin's forces, led by the Interdictor cruiser *Maelstrom*. At risk is Thrawn's Interdictor cruiser *Whirlwind*. The *Whirlwind*'s part of the strike force must jump into the area where the trap is being sprung in exactly five minutes. You must be sure our Interdictor completes its mission and jumps on time. In addition, you must destroy Zaarin's Interdictor. This is an all-out attack. You will fly missile boat *Mu 1* from the *Whirlwind*, armed with 40 advanced missiles and ten space bombs. Your missile boat will also carry a tractor beam weapon, and two squadrons of TIE Interceptors will join you.

After-Action Report

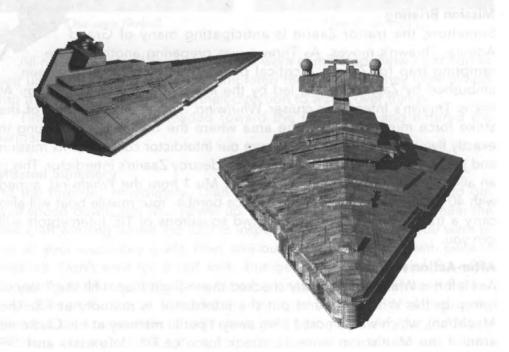
As I left the Whirlwind, I quickly checked the in-flight map. I hit the T key to bring up the Whirlwind, and put the Interdictor in memory at F5. The Maelstrom, which was almost 11 km away, I put in memory at F6. Clustered around the Maelstrom were its attack force of TIE defenders and TIE

Advanced. I hit the R key to target the nearest one, and closed the map.

I pushed the throttle to maximum and engaged my SLAMs. There was no time to waste. I also raised the laser recharge rates to maximum. Hitting the R key again, I brought up T/D Z-Delta 1, switching to dual-fire missiles and firing as soon as I got a solid lock. Immediately I switched to Z-Delta 2, engaging the tractor beam as I did so. I was in a good position to shoot him with my cannons, so I switched weapons, and, with the tractor beam holding him steady, blasted him to dust. My next target was from Z-Theta group. This time, I used missiles and the tractor beam to make short work of him, then repeated that tactic with another defender.

I got the message that a mission critical craft was under attack. Hitting F5, I brought up the *Whirlwind*, then I hit the A key to see which ship was attacking it.

I chased one of the TIE defenders, causing him to crash into the Whirlwind. Z-Eta 2 was my next target, but as I went after him, I came under attack from Z-Gamma 2. I turned and fired dual missiles at him, but they missed, and I couldn't waste time chasing him. Z-Beta 1 was closest now, and I destroyed him with a pair of missiles. Z-Gamma 1 followed quickly



into oblivion.

That left Z-Gamma 2. My next pair of missiles missed him. Again.

The countdown to hyperspace reached two minutes. I finished off Z-Gamma 2 with lasers, though I accidentally fired a bomb at him first—sometimes in the heat of battle one makes mistakes, but they can be costly. I finished off the remaining two defenders with missiles, then turned my attention to the *Maelstrom*. The hyperspace countdown rolled past the one minute mark.

At that point, the *Maelstrom* was about 9 km away. I turned off my beam weapon and redirected all beam energy to the engines. Engaging the SLAMs, I targeted the *Maelstrom's* warhead launcher as the distance closed rapidly. I was coming in from the stern, so I had to pass over the ship. I did a close flyby to inspect the Interdictor, firing missiles at some of the laser turrets along the way. Only when I had come around to the bow of the ship did I fire on its warhead launchers.

The Bombers were taking losses from the Interdictor's warheads, so knocking out the warhead launcher was becoming more of an urgent task. Coming around to the bow of the Interdictor, I fired my dual missiles, then

went back in and took out some more laser batteries with my cannons. Now it ws time to finish the job. Switching to bombs, I flew in close and launched them two at a time into the Interdictor, which went up in a massive fireball moments later.

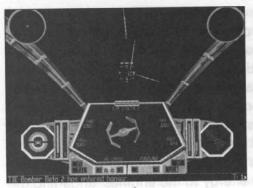
T/A Z-Alpha 1 was still buzzing the vicinity, but I was out of missiles, so I decided to take him on with my cannons. I engaged the SLAMs and



End of the Maelstrom.

headed toward him, resetting my tractor beam recharge to maximum. Focusing the beam weapon on him, I chased him down with my cannons. He slipped away several times, but I stayed after him until he was destroyed.

Finally, I engaged the SLAMs once more and headed for the Whirlwind, ready to enter the hangar at last. Despite all my efforts, we still missed our jump deadline, and the Whirlwind, though it survived, had sustained too much damage to return quickly to the action. The mission was only a





Targeting the enemy.

Returning home.

marginal success, but at least we had destroyed Zaarin's Interdictor. I knew that would hurt him, and hurt him badly.

Mission Summary

The TIE defenders are the biggest threat to the Whirlwind. They'll attack with heavy rockets, but you should be able to take out two to four of them before the T/As go after you. You'll have to take out the T/As once they get on your tail, or they'll punish your missile boat into oblivion. The T/As fire advanced missiles, and if you get hit by two at once, you'll probably eat it. Once all eight T/Ds are destroyed, you can leave any remaining T/As behind and go after the enemy Interdictor. Take out its warhead launchers as quickly as possible to spare the attacking Bombers. Taking out its laser guns and turrets with missiles will also help. If you attempt to fire your missiles from the stern of the Interdictor, you will accomplish only one thing: the Interdictor will start launching warheads at you.

Mission Goals

Primary Goals: Destroy 100% of all traitor craft.

Interdictor Whirlwind must survive until other goals are completed.

Bonus Goals: 100% of all T/As must be destroyed.

100% of all T/Ds must be destroyed.

Mission 5

The Real Thing

Mission Briefing

The real convoy is now under attack by Zaarin's forces. Your mission is to

protect the convoy's container transports, which are carrying missile boats until reinforcements can arrive. If you can disrupt Zaarin's attack, we may yet turn the tables on the traitor. You must protect the convoy for about seven minutes, until they can make it safely to hyperspace. Then you must decimate Zaarin's forces, destroying at least half of them. Your missile boat will be loaded with 40 advanced missiles and 30 heavy proton torpedoes to deal with any heavy craft that may appear on the scene. You'll also have a tractor beam installed. The convoy consists of three container transports and four escort shuttles. Two *Imperial*-class Star Destroyers will arrive in minutes, but for now, the survival of the convoy is up to you.

Secret Orders

Prevent the capture of any of our container transports. Watch for the arrival of any enemy transports. Do not let them get away with any missile boats. Inspect any enemy starships that arrive, but don't attempt to destroy them. The Star Destroyers will take care of that.

After-Action Report

Upon entering the area, I immediately checked the in-flight map. Hitting the T-key brought up E/S *Omicron 1*. There were four craft in Omicron group, deployed near the container transports. I placed each of the three container transports in memory at F5, F6, and F7.

Hitting the R key brought up GUN Z-Mu 3, and I immediately closed the map and went to full throttle. I engaged my SLAMs, switching to missiles and resetting my recharge rates, while also placing my lasers at maximum and redirecting all beam and shield energy to the engines.

I decided to use torpedoes, since I was traveling fast. As I came within range, I reset the tractor beam recharge rate to full while engaging it. I also

set my shield recharge rate to normal, locking onto the first Gunboat and destroying it with a single torpedo. I locked onto each subsequent Gunboat and fired as quickly as I could, using the tractor beam to hold them in place.

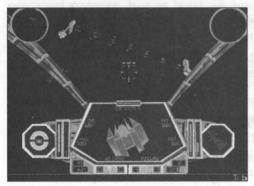
After firing a torpedo at each Gunboat in group Z-Mu, I switched to dual missiles and used my SLAMs to close the gap with Gunboat group



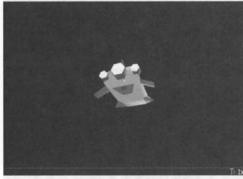
Firing torpedoes.



Zaarin's attack force.



Going after a T/D.



Up close with an ATR.

Z-Nu. I quickly targeted Z-Nu 2 and fired dual missiles, following with missiles for Z-Nu 3 and Z-Nu 4. Next up were the Gunboats of Tau, which I dispatched using SLAMs, tractor beam, and single torpedoes. Z-Alpha 1 was my next target; soon on the receiving end of single-fire missiles.

Meanwhile, the ISD Glory had arrived, accompanied by the Carrack cruiser Yaai and the Frigate Thinin. The Glory launched three assault transports while I was finishing off Z-Alpha group.

I readied my torpedoes in dualfire mode and targeted ATR Z-Omega 1, turning off the tractor beam and engaging the SLAMs to close the gap. As soon as I had fired the first set of torpedoes, I switched to ATR Z-Omega 2 and fired another pair, then went after Z-Omega 3. By this time, Z-Omega 1 had blown up, and shortly afterward the other two of his group followed. I flew in and inspected the three capital ships at that time, then I flew between the Yaai and the Thinin, hoping to coax them into shooting at me, and hitting each other.

To my delight the huge ships complied, which left me free to deal with an attack by T/D *Z-Eta 1*. I reset

my tractor beam recharge to maximum, and turned the beam on again. I fired dual missiles at *Z-Eta 1*, then went after *Z-Eta 3*, continuing to fire on the TIE defenders as the appeared, continually redirecting energy from my cannons to my shields, and rebalancing the shields to keep my craft

protected. The *Yaai* and *Thinin* were blasting each other all the while.

About the time I was targeting Z-Eta 5, the Grey Wolf arrived.

When I had finished off the last of T/D Z-Eta, I came under attack by T/A Z-lota. However, I also got my primary mission objectives at about that time. I fought the newly-arrived T/As deftly, using the tractor beam and missiles as needed.

Once all the enemy starfighters had been taken care of, I decided to fire my remaining torpedoes at the

Yaai and the Thinin. I was able to finish off the Yaai, though someone else stepped in for the kill shot on the Thinin.

That was about it. The Glory had escaped into hyperspace, but a lot of other ships did not. I headed back to the Grey Wolf.

Tactical Note: Be sure of your angle of attack when firing larger, slow-moving warheads like a torpedo. Try to fire them from directly behind, or at least take an angle that does not require the warhead to swing around into position. When deciding whether to use torpedoes or missiles, note that you can sometimes use dual missiles, then let the cargo ferries finish off the Gunboats. You may not get all your goals that way, however, because any hull damaged Gunboats will break for the *Glory* when it arrives.

Mission Summary

Speed is essential. Intercept the Gunboats immediately, ignoring the TIE defenders at first. The defenders target the escort shuttles. One advanced torpedo will destroy a Gunboat, but unfortunately, a pair of advanced missiles will not completely destroy a Gunboat. That's why it's best to use torpedoes against a Gunboat at full strength. If a Gunboat has been damaged already, and its shields are below 100%, two missiles should do the job. Obviously, if a Gunboat's shields are significantly damaged, one missile may be enough. There are three groups of Gunboats, flying in a line abreast formation. At least two of the groups will stay in formation, allowing you to pick them apart. One group may break off and join the TIE defenders attacking the escort shuttles.

Once the TIE defenders have finished off the escort shuttles, they will turn on your missile boat. When the *Glory* arrives with its starships, it will launch the three assault transports and a reinforcement group of TIE defenders. You'll want to take out the ATRs with a pair of torpedoes each. If you've been conservative with missiles against the Gunboats, you should have enough to deal with the additional six T/Ds and six T/As. Remember to get your inspection goals by flying close to each capital ship. One way to achieve your goals of destroying the cruiser and the Frigate is to get them firing on each other. Fly straight at

one, then turn and fly straight at the other. Do this several times and they'll start hitting each other and will continue to do so, even after you return to your dogfighting. Perhaps one of the ships decided at the last minute to defect from Zaarin's forces. Who knows?

Mission Goals

Primary Goals: 50% of all traitor craft must be destroyed.

Container transports Nichevo 1-3 must complete their missions.

Secondary Goals: 100% of all assault transports must be destroyed.

ISD Glory must be inspected.

Carrack cruiser Yaai must be inspected.

Nebulon B Frigate Thinin must be inspected.

Bonus Goals: Destroy all TIE defenders.

Destroy all TIE Advanced.

Destroy Carrack cruiser Yaai.

Destroy Nebulon B Frigate Thinin.

Destroy all of GUN Z-Mu.

Destroy all of GUN Z-Nu.

Destroy all of GUN Z-Tau.



Mission 6

Protect Vorknkx Project

Mission Briefing

You must protect one of our research sites from an attack by Zaarin's forces. A Frigate has launched several starfighters against the site, and you must jump into the area immediately. Although reinforcements will arrive soon, it will be up to you to fend off the initial attack. A pair of scout craft will deploy a minefield to keep further incursions out, but you must occupy the enemy while the mines are arrayed. Your missile boat will be loaded with 40 advanced missiles and 20 heavy rockets to use against the Frigate, and you'll also have the tractor beam. The Corellian corvette *Vorknkx* is the testbed ship, and must be protected at all costs.

Secret Orders

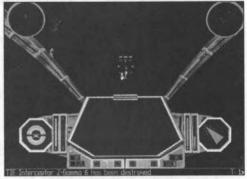
Inspect the Frigate before you destroy it. We are attempting to find the traitor in our midst.

After-Action Report

I entered the mission and immediately opened the in-flight map. I was between the two scout craft, *Sentry 1* and *Sentry 2*. I put platform V 1 at memory position F5, then V 2 at F6. The corvette *Vorknkx* I put at F7. Hitting the R key, I targeted the lead starfighter, T/I *Z-Gamma 1*, and closed the map.

At full throttle, I set my laser and shield recharge rates to maximum and transfered laser energy to shields. Once I was within range, I bumped the beam recharge rate to maximum, lowering my speed, and switched to single-fire missiles

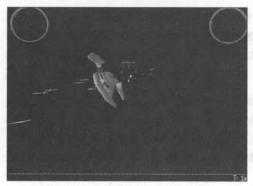
I needed to fire quickly to decimate the advancing enemy starfighters, so I didn't hold until I had a full red lock, but let fly after only a couple of seconds of yellow. Once I had dispatched a missile for each of the first five ships in Gamma group, I looped around behind the enemy squadron and engaged the tractor beam. Redirected shield recharge to my engines, I came in behind *Z-Gamma* 6, locked him in the beam and shot him with a missile.



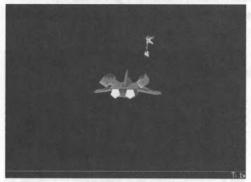
Early in the mission.

Now the nearest enemy was Z-Alpha 1, who was coming after me. Z-Alpha 4 was chasing Sentry 2, so I switched to cannons and engaged my SLAMs until I was about 3.5 km away from him; I had to allow the scouts to finish the minefield. I closed on the TIE fighters and began shooting them with my laser cannons, noticing that the TIE Bombers were launching rockets at one of the platforms. I decided to check the map again. There were six T/Bs launching rockets, and another six T/Fs in the vicinity.

Closing the map, I decided the Bombers should obviously be my highest priority. I switched to single-fire missiles and began depleting the T/B ranks, finishing off some with cannons. Meanwhile, the TIE fighters trailed me relentlessly, pummeling my craft.



Dogfighting near the platform.



Heading for the Frigate.

Called up the platforms, I hit the A key to see who was attacking them. There was one bomber left in attack mode, *Z-Delta 3*, and soon there were none. *Z-Delta 3* did manage to launch a rocket before I destroyed him, but I was able to shoot it down with my lasers before it got out of range.

Now it was time to put an end to the TIE fighters that had been harrassing me.

I was within range of the platform's guns, and they got one of the TIE fighters before I could turn and fire. I targeted the next one, and quickly destroyed him. One of the Bombers, damaged earlier, was trying to get away, but I engaged my SLAMs and caught up to him, destroying him with a single missile no more than 50 meters from the hangar. Very satisfying.

I put all my recharge rates to maximum at that point, and disengaged the tractor beam. I decided it was time to inspect the Frigate, then launch the final assualt. As I came in for my inspection, I targeted the big ship's warhead launchers. I held my fire until my inspection was complete, then dispatched two pairs of missiles at the warhead launcher. Next, I switched to rockets and fired twelve of them in pairs at the different ship systems.

About this time, my reinforcements arrived; Gunboats but they were still at least 20 km away. As soon as I had destroyed the Frigate, I engaged my SLAMs and headed back toward the platforms. And none too soon. Three groups of TIE Advanced had entered the area.

Our two Gunboat groups had split up, with GUN Tau going after T/A Z-Eta, while GUN Nu was hunting Z-Theta. That left Z-Zeta unaccounted for I took out two of Z-Theta, since they happened to make it convenient for me, while the Gunboats took out the other two. Then I went after Z-Zeta. I watched for any T/As trying to escape into hyperspace and caught a couple

of Z-Eta trying to get away. I foiled their pitiful attempt, however, and then finished off Z-Zeta as well.

Another pair of T/As from Z-lota group showed up just then, and I elected myself welcoming committee. They hurried to attack me, as well, but I was able to take them out with a pair of missiles each. Upon the destruction of Z-lota, I got the message that my primary mission objectives had been completed. My orders were to go to the platform, V 1, for debriefing, and I headed that way. The mission clock read 11:30.

Mission Goals

Primary Goals: Destroy at least 50% of all traitor craft.

Platforms XQ5 V 1 and XQ5 V 2 must survive until other goals completed. Corellian corvette *Vorknkx* must survive until other goals completed. Scout craft *Sentry 1* and *Sentry 2* must complete their missions.

Secondary Goals: Inspect Nebulon B-2 Frigate Z-Borus.

Bonus Goals: Destroy all traitor craft for 2100 pts.

All of mine group D-array must arrive.

All of mine group V-array must arrive.

Destroy all of T/A group Z-Eta.

Destroy all of T/A group Z-Theta.

Destroy all of T/A group Z-Zeta.

Destroy all of T/A group Z-lota.

Destroy Nebulon B-2 Frigate Z-Borus.

Global Bonus Goals

Global goals (i.e. destroy all of a flight group or all of a flight group must arrive), score the following points for each goal completed, depending on which mode of difficulty you're playing in.:

Mode	Points
Easy	1100 pts
Medium	2100 pts
Hard	3100 pts

Mission 7

Evacuate

Mission Briefing

The security of the *Vorknkx* Project has been irreparably compromised. Zaarin has already sent another attack force, and it has been decided that the project site must be evacuated. You will fly missile boat *Mu 1* on this mission, accompanied by T/I Gamma and T/B Theta. Your mission is simple. Destroy all enemy craft. You must be sure that the platforms can be evacuated, and that the corvette *Vorknkx* makes it safely to hyperspace. Your craft will be carrying the standard load of 40 advanced missiles as well as 20 rockets. You will also be equipped with the tractor beam.

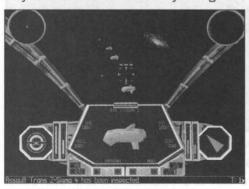
Secret Orders

Follow your primary orders, but take any opportunity you can to inspect the enemy's craft.

After-Action Report

Checking the in-flight map as I launched from platform V1, I observed the mine arrays and the probes around the *Vorknkx*. Three Carrack cruisers were between 6 km and 7 km away. Four ATRs from Z-Sigma were a little farther out. I put the *Vorknkx* at F5, and the two platforms at F6 and F7, repectively.

Hitting the R key brought up ATR *Z-Sigma 4*. I went to full throttle at that point and set my cannon recharge rates to maximum. Engaging my SLAMs, I headed toward PLT *V2* so that I would be in a position to intercept any warheads launched by Z-Sigma.



Inspecting the assault transports.



More T/Ds arrive.

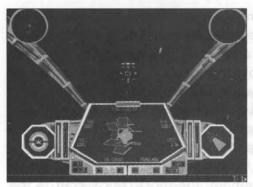
Ten seconds after the mission began, a pair of TIE defenders entered the area. I disengaged the SLAMs as three more pairs of T/Ds arrived. By that time, I was passing under platform V 2, and as I did so I began firing lasers at some incoming enemy rockets, intercepting them all. Then I readied my own rockets, and accelerated once more toward *Z-Sigma 4*. At point blank range I inspected the first ATR, then launched a single rocket, destroying it quickly. I followed the same strategy on the other three assault transports.

At one minute into the mission, the Muurian transport *Shadow* entered the area with three escort shuttles. I decided to place the *Shadow* at memory position F6. It was, at the moment, the most critical craft in the mission.

Mission Notes: At one minute into the mission, the Muurian transport Shadow enters with three escort shuttles. The escort shuttles go after the Carrack cruisers, while the Shadow heads for the Vorknkx. It will take about one minute for the Shadow to make it to the Vorknkx, then another three minutes or so to complete the repairs on the corvette's hyperdrive. If the Shadow takes too much damage, it will abort the mission, so you must protect the Shadow. After the eight TIE defenders finish with the minefield, they will split into two groups. One group goes after the Shadow while the other goes after you. Also, it's a good idea to take out all eight of the initial wave of TIE defenders before inspecting all three Carack cruisers. A new group of T/Ds enters on completion of the inspection, so it's best to have the first wave taken care of by then. Taking out some of the gun turrets on the cruisers helps, because it allows the Shadow a better chance to complete its mission and then escape to hyperspace.

The T/Ds, meanwhile, seemed to be busy clearing the minefield, so as soon as I had dealt with all four ATRs, I turned my attention to Carrack cruiser Z-Pata 1. I targeted Z-Pata 1, firing rockets-one, two, three-at its laser batteries as I flew in to inspect. I then targeted Z-Pata 2, giving it the same treatment, and taking a missile hit myself in the process. One of the TIE defenders had nailed me. I did some quick maintenance on my shields, adjusting recharge rates while I engaged the tractor beam. I set the beam recharge at maximum, and shunted shield energy to the engines. I got the beam on the T/D and locked on, firing dual missiles to destroy him. I engaged and disposed of several TIE defenders in rapid succession—Z-Delta 1, Z-Gamma 1, Z-Gamma 2. I kept transfering cannon energy to my shields to maintain their charge.

I called up the *Shadow* and hit the A key to see who was attacking it, giving me my next target: T/D *Z-Alpha 2*, which was 9 km away. I



Targeting a T/D.

redirected beam energy to my engines and engaged the SLAMs. As soon as I had a lock, I fired two missiles at *Z-Alpha 2*, destroying it.

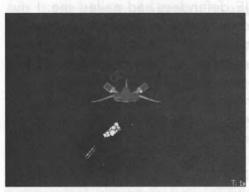
Checking the Shadow again, I found it had no attackers at the moment, so I hit the R key and brought up Z-Alpha 1. Missiles away on Z-Alpha 1. Re-checked the Shadow; Z-Beta 2 came up 5 km away. I redirected beam energy to

my engines and gained some speed, then, when I had closed the gap on *Z-Beta 2*, I reset the beam recharge to maximum and engaged the tractor. Missiles away. No more *Z-Beta 2*.

Checking back with the *Shadow*, I found *Z-Alpha 1* was still around. This time, I made sure I had a solid lock, and finished the job. *Z-Beta 1* was attacking the *Shadow* now, but I caught him in the beam and fired a pair of missiles, holding him tight until the fireball.

The Shadow contacted me, asking for one more minute. No problem.

I went after Z-Pata 3 next, firing some missiles at his laser turrets and inspecting in a close flyby. Soon, another pair of TIE defenders came



More fireballs in space.

chasing after me, and I turned to take out T/D Z-Eta 1, followed by Z-Eta 2. About that time, I got the message that the boarding operation was complete. Now it was just a matter of seeing the Vorknkx safely to hyperspace.

Z-Pata 1's hull damage registered critical, and I tried to get the kill shot, but I was moments too late. I targeted Z-Pata 2 next, and fired four pairs of rockets into the cruiser.

I used my last pair of rockets on *Z-Pata 3*, then switched to missiles, just as our forces unleashed a volley of rockets toward the hapless ship. I don't know if I got credit for the kills on any of the Carrack cruisers, but they were all destroyed, and that was the most important thing.



Time to finish off Z-Pata 1.

Still, the mission wasn't over yet. Three B-wings arrived, and I switched to dual-fire missiles, engaging the SLAMs to close on them quickly. I kept replenishing my shields from my lasers. B-W Blue 2 was taking damage already, so two missiles finished him off. Blue 3 also went with two missiles, just before he crashed into the platform. Although it was not entirely

unpleasant to watch the enemy crash into a larger ship and explode, it would have been preferable to see it crash into its own capital ship, rather than our own.

I had fired my last pair of missiles, and right on cue a reload craft launched. I called for a reload and docked with the combat utility vehicle, while escort transports *Upsilon 4* and *Upsilon 5* boarded the platforms to evacuate key personnel. Corvette *Vorknkx* jumped successfully into hyperspace at 6:15 on the mission clock. I had my reload. The platforms were being evacuated. I figured this mission was over. Shame. I had a lot of warheads I couldn't use. Well, there would always be another day. Another mission.

Mission Goals

Primary Goals: Corellian corvette Vorknkx must complete its mission.

Muurian transport Shadow must complete its mission.

Secondary Goals: Inspect all assault transports.

Inspect all Carrack cruisers.

Bonus Goals: Destroy all TIE defenders.

Destroy all assault transports.

Platform VQ5 V 1 must be boarded.

Platform VQ5 V 2 must be boarded.

Carrack cruisers Z-Pata 1, Z-Pata 2, and Z-Pata 3 must be destroyed.





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Secondary Goals: Inspect all assault transcendary and pulpage to rather a faul

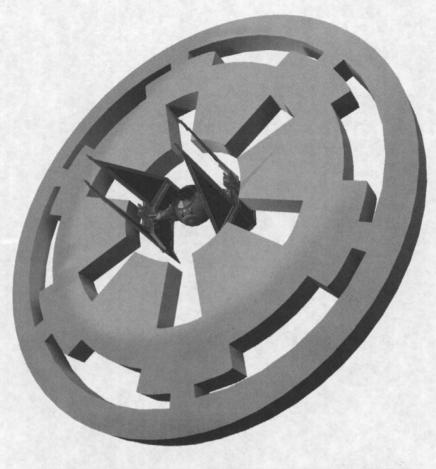
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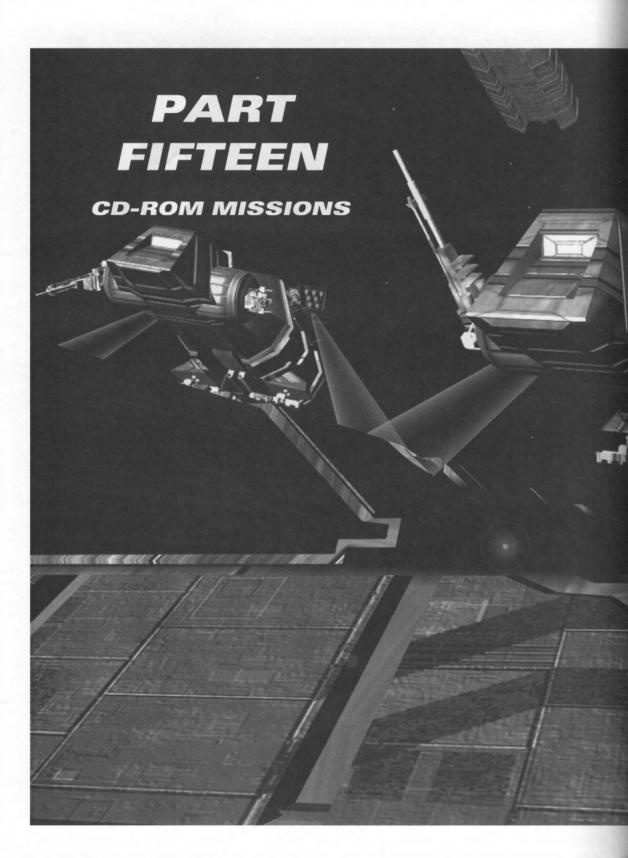
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Carrack cryisers Z-Pata 1, Z-Pata 2, and Z-Pata 3 must be destroyed.

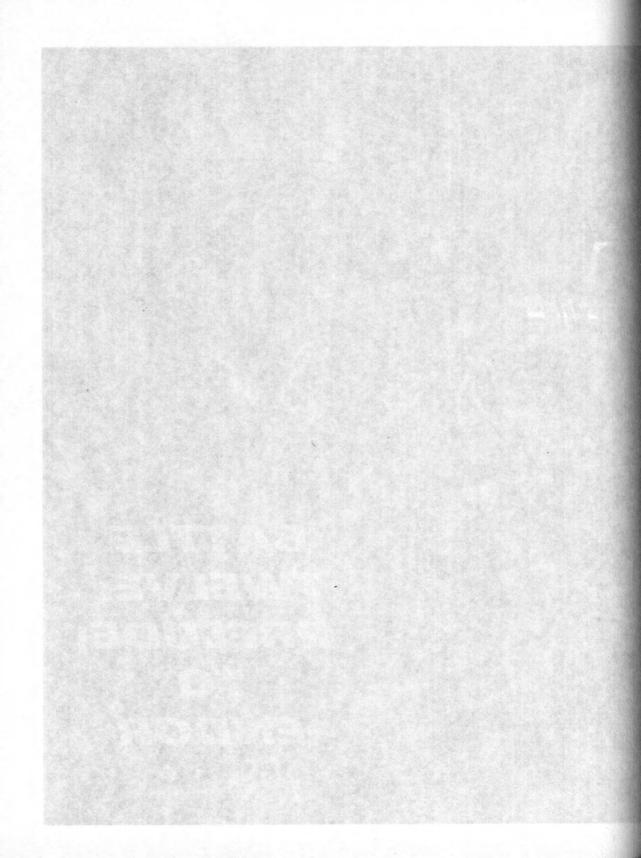
I used my last pair of rockets on Z-Pata 3, then switched to missiles, just as our forces unleashed a valley of rockets toward the haptess ship. I don't know if I got credit for the know in the Carrack cruisers, but they were all destroyed, and may was the most important thing.



PART FIFTEEN



BATTLE
TWELVE:
PRELUDE
TO
ENDOR



Battle Twelve: Prelude to Endor

Mission 1

Escort Prison Ship

Mission Briefing

For this mission, I was the flight leader of a three-ship group of TIE Advanced, making sure that the dreadnaught *Dargon* made it safely into hyperspace. The *Dargon* was carrying Rebel and Bothan prisoners, who were being taken back to the Imperial Star Destroyer *Garrett* for interrogation. The *Garrett*, my mother ship, was now under the command of Lord Vader, and finally I had been selected to fly with Lord Vader's elite starfighter squadron. It was a great honor. Once the prisoners on board the *Dargon* were delivered safely to the *Garrett*, Lord Vader would then interrogate them about a missing Imperial freighter.

Lord Vader himself was overseeing the escort mission—a fact I found more than a little intimidating. I was thrilled to be serving Lord Vader himself, though I was also acutely aware that his missions were going to be the most difficult I had ever experienced. And that meant more room for error. In the back of my mind as I launched from the hangar was the simple fact that Lord Vader did not tolerate errors. It was common knowledge.

After-Action Report

I began the mission headed straight toward the *Dargon*; my T/A was armed with eight advanced missiles. I immediately turned on the camera, powered up my laser recharge rate, and transferred over some energy to the shields. I could see TIE Advanced *Delta 1, 2,* and 3 in my view, escorting the *Dargon* and then jumping back into hyperspace—back to their mothership. They had pulled a long duty, and were due for a rest.

During the first 50 seconds of the mission, I circled the *Dargon*, noting on my CMD display that it was carrying a load of prisoners, while my shields and lasers charged up. Protecting this craft was my primary objective, and I put it into memory position F5 so I could always locate it quickly. It was essential that the prisoners aboard the *Dargon* made it back to Lord Vader aboard the *Garrett*.

At one minute into the mission, the Rebels arrived. Two A-wings, three X-wings, and two B-wings, all from Red Squadron, jumped into the area. The A-wings were 6-1/2 km away, whereas the B-wings and X-wings were between 13-14 km distant. Since the A-wings were

Mission Note: Battle 12 is centered around Vader's plot to lure the Rebels into an attack on the second Death Star. Knowing that the Bothans were going to try to hijack a particular freighter, the Emperor planted some carefully fabricated information on it. The false report revealed the location of the second Death Star, currently under construction in the Endor system, but grossly understated the space station's current defensive capabilities. The Emperor allowed the Bothans to capture the freighter, expecting the Rebels to attack the second Death Star in Endor-where he would be waiting for them, along with a major Imperial force, expecting to wipe out the Alliance in one glorious battle. (In the next battle, Battle 13, the player will be stationed elsewhere, while the Battle of Endor takes place simultaneously.)



Taking over for Delta 1.

closer and faster than the other craft, I decided to go after them first. My shields and lasers were now fully charged.

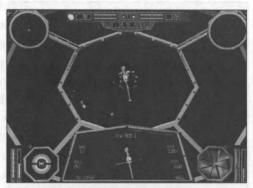
I targeted A-wing Red 1 with my lasers, and also told my wingmen to attack him. I wanted to take out at least one A-wing as quickly as possible, though I realized that the major threat to the Dargon would actually come from the X-wings and the B-wings. The A-wings constituted a serious threat

to me and my wingmen, and although I didn't want to get caught up in a dogfight with them, if I could dispatch one with lasers it would leave me with more missiles for other attackers.

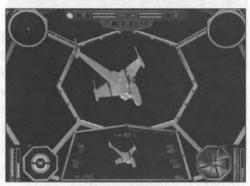
A-wing Red 1 didn't get off a shot before he was chased away by one of my wingmen's missiles, and I was easily able to run him down and finish him off. In the distance, I could see torpedoes being launched by the B-wings and X-wings, and I hurried to intercept the projectiles. I had surmised that it would be almost impossible to prevent the B-wings and X-wings from launching their torps, so I knew I had to destroy as many of them as I could with laser fire. I detonated about 5 torpedoes in flight, then switched back to missiles and targeted an X-wing.

I wanted to take out at least two X-wings as quickly as possible, using dual missiles, and that was easily accomlished while the X-wings were making a run on the *Dargon*. Some B-wings came conveniently into view at that point, and I fired two more advanced missiles at them. Since I was now down to one missile, I finished off one of the B-wings with lasers, leaving just one B-wing and one X-wing in the vicinity.

I chased the B-wing, whittling down his shields with lasers. As I did so, I could see two more torpedoes launch from the X-wing; though I tried to intercept the torps, I was unsuccessful, and eventually returned to taking out B-wing Red 1. By the time I finished off B-W Red 1, my wingmen had finished off the last X-wing, Red 3. Space was clear of all starfighters, but only for a moment.



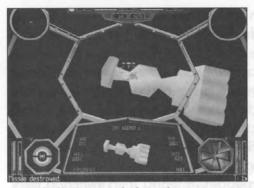
Targeting B-W Red 1.



B-W Red 1 dead ahead.

Several Y-wings from Gold group appeared, angling for the *Dargon*, but we intercepted and took them out with no difficulty at all.

That's when I realized that a couple of Corellian corvettes were nearby. Checking the log, I saw that they had entered the battlezone about two



Blocking a missile from the corvette.

Mission Note: As always, the strategy for attacking regular corvettes is to go after their gun turrets. With corvettes, you can knock out a top gun turret or a bottom gun turret, and then finish off the ship from that side without fear of return fire. This also makes it easier for wingmen to survive, since they may go after corvettes without being specifically ordered to do so, but this tactic does not work against M/CRVs.



Blasting CRV Keeper 1.

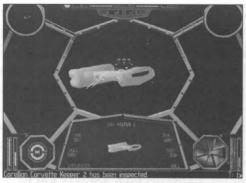
minutes after the mission began. I targeted the first corvette, *Keeper 1*, but my wingmen were ahead of me, and had already knocked down the CRV's shields. I went after the top laser turret, destroying it with a few rounds. More A-wings had just entered the area, and I took off after them, keeping an eye on the second corvette, *Keeper 2*.

Keeper 2 didn't seem to pose an immediate threat to the mission, so I told my wingmen to ignore it. I didn't want them to get wasted for nothing.

A-wings Gold 1 and Gold 2 were headed straight toward me. Never one to be intimidated by straight shooters, I returned the tactic. They launched a missile at me, but I didn't flinch, opening up with my lasers and to destroying the projectile before it hit me. I kept firing away madly, knocking A-wing Gold 1's shields down to 24% on my first pass. I took a few hits myself—but not enough to be concerned about. My shields were holding fine.

That's when another corvette, a M/CRV, entered the area, right in the path of the *Dargon*! It looked as if the Rebels were abandoning the idea of trying to rescue the

prisoners, and actually were going to launch a last ditch attempt to destroy the ship. Whatever those prisoners knew, it had to be important for the Alliance to be willing to sacrifice them. I was just as determined that Lord Vader should gets his chance to interogate them. But the mission had suddenly changed its character, and become far more deadly.







Targeting a missile.

The new modified corvette was clearly targeting the *Dargon*, but the situation was about to become even worse. B-wings *Gold 1* and *2* plus Y-wings *Gold 1*, *2* and *3* entered the area, and I was forced to re-prioritize. If I didn't stop Gold group from launching torpedoes, the *Dargon* would be in serious trouble. Heading after the Y-wings, I managed to take out *Gold 3* in about 45 seconds. A-wings continued to dog me, but I kept after the Y-wings and X-wings of Gold group.

The Dargon had taken a lot of hits, and its hull strength was down to

Mission Note: Your primary goal is to stop the X-wings, Y-wings and B-wings. Help take out the corvettes, but realize that the ships that are going to destroy the *Dargon*, the ones that can really cause a failure in your mission objectives are the X-wings, the B-wings and the Y-wings. They must be destroyed as quickly as possibl. You must stay alert and notice whenever new groups of these types enter the area. Stop whatever you're doing at that

moment and intercept them.

about 64%. The second corvette, Keeper 2, had been damaged by the Dargon's return fire.

Wherever possible, I tried to draw off the *Hut'to's* fire, but my first priority was to destroy the B-wings and Y-wings of Gold group. Only when there were no B-wings, X-wings, or Y-wings left in the area did I go after the M/FRG *Hut 'to*, and even then I didn't expect to destroy it, but at least I could draw its fire away from the *Dargon*.

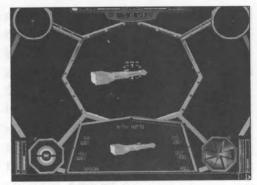
The Dreadnaught Dargon

entered hyperspace after only ten minutes had elapsed, though it seemed like much longer. At 10:08 into the mission I got the message that my primary mission goals had been completed. Meanwhile, after Red and Gold group fighters had all been destroyed, two enemy B-wings from Blue group entered. I went after them, even though my mission goals were completed:

There was only one good kind of Rebel, and I was going to make sure these B-wings were among that group before I headed for the hangar!

Mission Summary

You must protect the *Dargon* for exactly 10 minutes. Keep your wingmen on top of the Y-wings, X-



Targeting M/CRV Hut'to

wings, and B-wings. Don't let them get caught up dog-fighting A-wings the whole mission, or allow them to take a pounding from the corvettes. If you destroy the first set of A-wings, another group will enter, and they will have higher AI, so just take out one A-wing, if any.

When dog-fighting the B-wings and the Y-wings, use the Enter key to match speed, otherwise you'll constantly be overflying your target. Also, use the T key to target your next enemy, since using the R key will bring up A-wings, and you can't waste time on them.

Don't worry about corvette Keeper 2; it is not a danger to the Dargon. You do want to destroy Keeper 1 within 4 minutes into the mission. After that it will just start blasting away on the Dargon, which won't be able to handle the punishment. If you take out the top and bottom gun turrets on Keeper 1, which can be done in about 15-30 seconds, this will effectively incapacitate the CRV, and do the trick.

When the modified corvette *Hut'to* enters the area, put it in memory and keep checking the distance between it and the *Dargon*. *Hut'to* enters the area at 4 minutes, 40 seconds into the mission, but it doesn't come into firing range of the *Dargon* until 8:30. So, hopefully, by 8 minutes into the mission, you can clear out the X-wings, Y-wings and B-wings, and then draw off the fire of the *Hut'to*.

If you are very successful in the earlier part of the mission, you'll nail most of the torpedoes before they get to the *Dargon*, then take out all the Y-wings, B-wings and X-wings. Given that scenario, the *Dargon* would still have high shields and can even get past the *Hut'to* without your help, so doing really well at the beginning of the mission pays dividends later.

The most significant thing you can do is to stop incoming torpedoes, since repeated atacks will destroy the *Dargon*. The most dangerous craft in

the mission are X-wings Blue, which carry heavy rockets. Be sure to intercept them, either the ships themselves or the rockets once launched. The rest of the attacking craft carry less powerful warheads, and though you shouldn't ignore them, you must make sure the heavy rockets don't hit the Dargon.

Also of note: Never fire on the *Dargon*, even accidentally, because you'll draw the big ship's fire. The *Dargon* will even shoot at you before shooting at the corvettes, so be careful with those stray laser blasts, or you can expect an instant incineration in space.

If the *Dargon* gets disabled, three escort shuttles will come out—*Rescue* 1, 2, and 3—and try to board it, taking the prisoners off to safety. As soon as that happens, X-wings will enter from two different directions and destroy the *Dargon*, a grim finale that's almost impossible to stop since Awings will also enter, targeting the player. This mass strike to destroy the *Dargon* happens only after the prisoners are rescued. If the *Dargon* gets disabled, abort your mission and start over.

Modified corvette *Hut'to* only enters the mission in medium and hard modes: On the easy level of difficulty you will not have to worry about it. And in the hard mode, an extra Top Ace A-wing will join the battle. He's *Blue 3*, and he appears with *Blue 1* and *Blue 2*. He'll be carrying advanced missiles. Watch out for him: Target him and kill him first.

Mission Goals

Primary Goals: Dreadnaught *Dargon* must complete its mission. Bonus Goals: 100% of the CRV group Keeper must be inspected.

Modified corvette Hut'to must be inspected.

Mission 2 Deliver Prisoners

Mission Briefing

Again, you're flying in a TIE Advanced loaded with eight advanced missiles. You're still the flight leader of a three-ship flight group on this escort mission, a continuation of the previous one. The *Dargon* made it safely into hyperspace, but unfortunately, when it came out of hyperspace its engines failed, leaving the Dreadnaught about 13km away from the *Garrett*. Lord Vader suspects that the Rebels somehow sabotaged the *Dargon*, so

naturally the Rebels are expected to attack again. In order to counter this possibility, assault transport *Sigma1* will launch from the *Dargon* to carry the prisoners safely to the *Garrett* as quickly as possible. Your mission is to protect this craft. *Sigma 1* will launch from the *Dargon* as soon as you start the mission, and you must rush over to it and escort it as it comes under attack.

Lord Vader suspects that these prisoners have information that can lead to the recovery of our stolen Imperial freighter, with its the top-secret, classified data about the Death Star. It is vital that the prisoners be delivered to the *Garrett* and interrogated.

After-Action Report

At the outset of this mission, I throttled up the speed and headed toward the *Dargon*, transferring shield energy to charge my lasers and setting my laser recharge rate up. Fifteen seconds later, the transport launched and I got the message:

"Sigma 1 has launched early; be sure to escort it, Alpha 1."

At that point, I shut my laser recharge off and switched all energy to the shields, then I headed toward *Sigma 1* at full speed. I targeted *Sigma 1* and put it into memory location F5 so that I could always locate it quickly.

At 55 seconds into the mission, the Rebels arrived. The Rebel modified Frigate *Bay Point* jumped in, decelerating right across my path, nearly colliding with me. As it entered, it dropped off two A-wings, *Gold 1* and *2*. The M/FRG then continued on for another kilometer or two before launching three Y-wings that headed immediately towards *Sigma 1*.

The pair of A-wings were heading to intercept my flight group, and I knew I'd only get in trouble if I stopped to mess with them. Without deviating from my path, I ordered my wingmen to attack A-wing Gold 1, and headed out myself towards the Y-wings.

Since the Y-wings had ion cannons, they were probably going to try to disable Sigma 1. That made the Y-wings my first priority. I switched to dual advanced missiles and fired into the path of the Y-wings, taking one out right off the bat. I knew I needed to conserve my missiles, so after I fired the first pair, I switched over to lasers. I also transferred some energy back from shields to lasers, and put my lasers at full recharge. That done, I engaged Y-wings Red 1 and Red 3.

I had a definite speed advantage over the Y-wings, which allowed me to increase my shields to full recharge and still attain a good dogfighting speed.

I destroyed Y-wing Red 1 without much trouble, but as soon as the second Y-wing exploded, a whole new flight group of Y-wings appeared—Blue 1, 2 and 3. I needed to hurry up and finish off the last of the initial wave so I could go after the new arrivals.

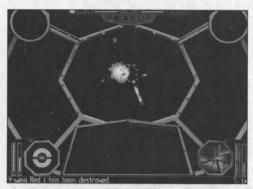
Switching to missiles, I fired one at Y-wing Red 3 and then finished him off with my lasers. I then switched to dual missiles and targeted Y-wing Blue 3, telling my wingmen to attack Blue 1. As soon as I hit Blue 3, I switched the

CMD targetting over to *Blue 1*, and went after it with my lasers engaged. One of my wingmen got off a missile that finished off the last of Blue Squadron, bringing the count to six Y-wings destroyed. I had no doubt that there would be more, and I was hanging onto some advanced missiles to welcome them properly.

Three more Y-wings, these from Gold group, at that point, and I headed toward the modified Frigate to intercept them as they exited the hangar. I caught up to them while they were still in a nice, tight formation, targeting Y-wing Gold 1 and giving my wingmen the attack order. Then I selected Gold 2 for myself.

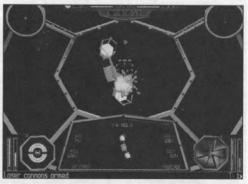
I still had four missiles left, and decided to use two of them on Gold 2. I scored a direct hit, taking the Y-wing out. Inexplicably, my wingmen hadn't joined in attacking the Y-wings, and the other two had gotten past me, so I stayed at dual missiles, targeted the next Y-wing and fired.

I then switched to lasers to chase after the last Y-wing, Gold 3. I fell in behind him, increasing my shield recharge rate to match speeds. One of my wingmen tried to jump in and

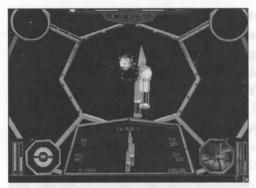


Taking out Y-W Red 1.

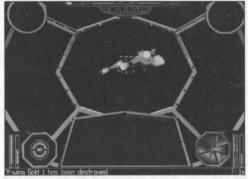
Mission Note: Conserve missiles. Use them only when there are an overwhelming number of enemy craft, to help even the odds, then switch to lasers and finish them off. Once a starfighter is caught up in a dogfight with you, it is no longer any danger to *Sigma 1*.



Cannon blasts up a Y-wing's tail pipes.



Another Y-wing bites it.



Taking out Y-W Gold 1.

finish him off, but I managed to get the final killing shot.

Once I'd powered back up to full speed, I checked the map and ran through the T-key to make sure that there weren't any more Y-wings. As soon as I was certain that there were no more in the area, I decided to go after the A-wings. But first, I retargeted ATR Sigma 1, taking up a position exactly halfway between the ATR and the modified Frigate before I began dogfighting.

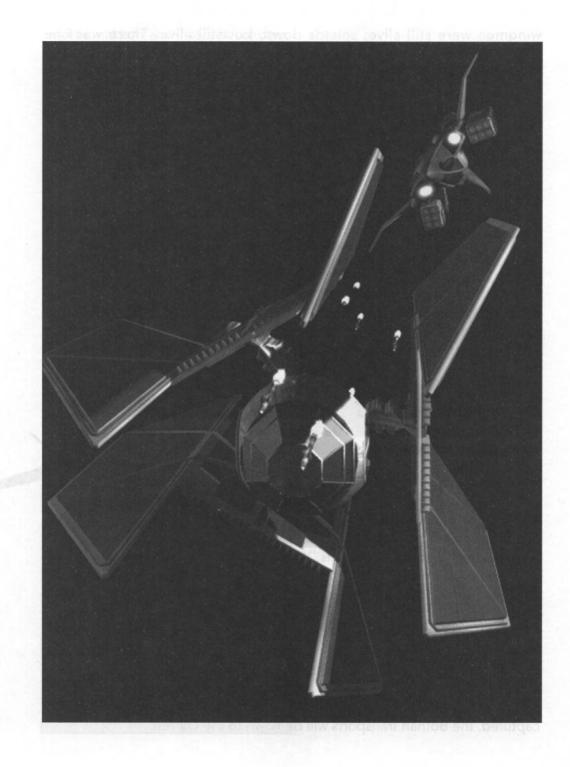
It was at about this time that four A-wings from Gray Squadron arrived, heading in my direction. I didn't have any more advanced missiles left, and I couldn't attempt to outrun them since that would leave ATR Sigma 1 defenseless. My only option was to turn and engage.

I figured that if they launched missiles, my best strategy was to

charge them head-on, and try to shoot down the projectiles with my lasers. I closed on the A-wings, and began firing at a distance of 1.8km. I reasoned that even though my laser blasts only extended about 1.5km, by the time the blasts had traveled that far the fast-moving A-wings would have closed enough to take some hits. And also, I figured that if I shot off a constant volley, I just might hit an incoming missile.

I got in a few hits as the ships were incoming, and saw no indication of missiles being fired. Looping around behind them, I trailed and destroyed Awing Blue 1, then hit the R-key and brought up Gray 4... He would be next.

While I'd been dogfighting, I occasionally consulted the map and the message log to make sure that no torpedo-carrying craft had launched, nor any disabling craft. It seemed that the Rebels' well had run dry, for which I was pretty grateful. I'd gotten about 7 minutes and 15 seconds into the mission, and it looked to me like *Sigma 1* had another minute and a half before it landed on the *Garrett*. Really, it was all home stretch from here. My



wingmen were still alive; shields down, but still alive. There was one remaining A-wing, Gray 3.

At 9 minutes into the mission I got my "Mission Complete, Primary Mission Complete," as the assault transport *Sigma 1* entered the hangar on the *Garrett*.

Mission Note: If Sigma 1 is disabled, two Rebel escort shuttles will enter the area and try to capture it, or rescue the prisoners from it. Also, an Imperial transport, Omega 1, will launch from the Garrett. If you're successful in stopping the escort shuttle from boarding Sigma 1, you can actually still save the mission if transport Omega 1 completes its docking mission and repairs Sigma 1. But if Sigma 1 is disabled, and transport Omega 1 is destroyed, the mission is lost. So, if Sigma 1 becomes disabled, you must destroy the two Rebel escort shuttles, Calits, and you must see that the transport Omega 1 safely completes boarding and repairs.

Mission Goals

Primary Goals: Assault transport Sigma 1 must complete its mission.

Imperial Star Destroyer Garrett must survive.

Bonus Goals: Nebulon B Frigate Bay Point must be inspected.

Battle 12 Mission 3

Attack at Bothuwui

Mission Briefing

Bothuwui is a Bothan planet, and your mission is to attack and disable three Bothan Muurian transports of Botani group before they can excape with their cargo. You'll be entering the area just as they are finishing their loading operations. You'll be the leader of a two-ship group of Assault Gunboats. Your ship is designated *Tau 1*, and carries eight advanced torpedoes. Another two-ship group, Gunboats Mu, will join you on the mission.

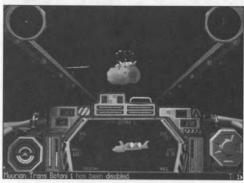
Flight group Mu will be your escort; they'll be providing fighter cover while you and your wingman go in and disable the three MUTRs. Once the MUTRs have been disabled, the Imperial Star Destroyer *Garrett*, with Lord Vader on board, will arrive and drop off assault transports *Omega 1*, 2 and 3, which will attempt to capture *Botani 1*, 2, and 3, respectively. Once captured, the Bothan transports will be flown to the *Garrett*.

The mission also has a secondary goal, which is to disable the escort shuttle Com 1 before it leaves the area. E/S Com 1 is currently in the mission area, but on its way out.

After-Action Report

I came out of my hyperspace jump and immediately configured my craft for speed, setting the throttle to full and transfering all available energy to the engines. As I flew, I transfered all recharged laser energy into my shields. I ordered my wingmen to attack transport Botani 1, and I fired two advanced torpedoes apiece at Botani 2 and Botani 3 as soon as possible to weaken their shields from a distance. That left me with four advanced missiles to use on X-wings. There were two groups of four X-W; eight in all, that enter from above. directly in the path of the MUTRs. I used most of my remaining missiles to

Mission Note: Of all the ways to play this mission, the best is to take out a great number of X-wings right at the beginning, as quickly as possible. The best way to accomplish this is with single-fire advance torpedoes at high speeds. Leaving two or three X-Ws alive is all right, if time becomes critical. The only disadvantage to using missiles liberally on X-wings is that it will take longer to disable the freighters later on without the use of missiles. Still, the mission goals can be accomplished either way, flown by a competent pilot. . .



Disabling Muurian transport Botani 1.



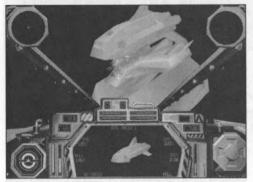
Firing on Botani 1.

even those odds a little, coming up behind an X-wing and firing a single missile right up his exhaust port: Just as I was closing in, point blank range; leaving no doubts.

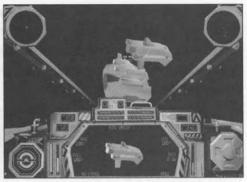
While I was fighting the X-wings, I readjusted my recharge settings to dogfighting levels; laser recharge rates one-notch up, the rest at normal. I took out three X-wings with missiles, finishing them off when necessary with laser blasts—that left me with one missile for escort shuttle Com 1.



Taking out X-W Logan 1.



Capture operations underway.



ATR Omega 1 coming in.

I fought a few more X-wings using just my lasers. When the area was calmed a bit, I went after *Botani 2*, since my wingman had succeeded at disabling *Botani 1* on his own.

Shortly after the first MUTR was disabled, the *Garrett* arrived and launched *Omega 1* to capture it. *Botani 2* was heading out toward its jump point, so I had to be quick. I switched to ion cannons and blasted away. Fortunately, the two missiles the

MUTR had eaten earlier had left its shields weak, and the craft was quickly disabled. Omega 2 launched in a matter of moments to capture it.

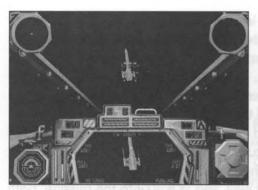
As soon as I'd disabled *Botani 2*, I decided to finally chase down E/S *Com 1*. I corkscrewed the whole way, since I was being dogged by the remaining X-wings. My Gunboat escorts would be taking care of them soon, I hoped.

I fired a missile into Com 1, and then switched to ions. The X-wings were still giving me a hard time, but I kept firing ions until the escort shuttle was disabled. Now it was time for Botani 3, which was headed right at me. I kept corkscrewing in, adjusting my shields and blasting away at Botani 3 until it was disabled, too. That was the last of them, and Omega 3 launched on cue.

About that time I took one too many hits from an X/W, and my shields went out. Time to give the remaining X-wings my undivided attention.

I targeted the closest X-wing; Logan 4. He was 4 km away, and I headed off in a different direction so I could recharge a minute before dogfighting.

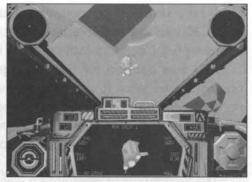
Botani 1 had been captured by the time I disabled Botani 3. All that



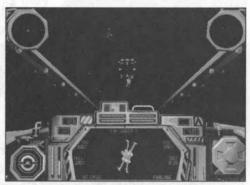
Setting sites on another X-wing.

remained was to capture *Botani 2* and *Botani 3*, and I headed back toward the assault transports to provide some escort. My shields were still out, but my repair module reported they would be operational in about 30 seconds. By that time I had caught up to the assault transports.

At 4:10 into the mission, two new A-wings arrived in the area about 5 km away. I knew I had to be very careful about them, and I headed



Omega 1 going home.



Going after another X-wing.

toward the Starship *Garrett*, just in case I needed a little bit of its friendly fire to protect me. *Omega 1* was entering the hangar; *Omega 2* and *3* were the two I had to worry about. I put them both into memory locations F5 and F6.

I still had 15 seconds left before my shields repaired, and the A-wings were closing in. Luckily my escorts, Mu 1 and Mu 2, intercepted, and all four of them were soon caught up into a major dogfight. That left me free to guard the transports.

As I was flying in close to check out *Omega 2*, I noticed that escort shuttle *Sigma 1* had launched from the *Garrett* when I'd disabled E/S *Com 1*, and it was heading over to capture the helpless ship. I finally got my shields back, and was disheartened to find that the escorts *Mu 1* and *Mu 2* had taken a lot of damage, while the A-wings were still at full fighting capability. I decided to fly over there and help, though one X-wing, *Logan 4*, also remained. He would have to wait.

I targeted the closest A-wing, which was YME 1. He was 2.5km away, and I

closed the distance with fully-charged lasers, shields at normal. By this time I was 6:30 into the mission, and I got the message that the E/S Sigma 1 was boarding E/S Com 1 to capture it and bring back prisoners.

As I was headed for the A-wings, X-wing Logan 4 came right into my gunsight, and since it was so convenient I chased him down, freeing up the fighter who'd been chasing him around to help with the A-wings.

I got the message that *Botani 2* had entered the hangar, then I got another message; the *Botani 3* had been captured, as well as escort shuttle *Com 1*. Now if they could just make it back to the *Garrett's* hangar.

The final round of dogfighting went well, and at 8:30 into the mission, both escort shuttles entered the hangar—Excellent. "Secondary mission complete." All that remained was for *Omega 3* to enter the hangar, and he was already closing in on it. I had taken out the two A-wings in less than a minute.

At 9:20 into the mission, the primary goals were accomplished. Nearby, someone was taking out containers, and I decided to help out. As soon as I destroyed the last of them, it turned out that this completed my secret bonus goals, as well.

Mission Goals

Primary Goals: Assault transports Omega 1, Omega 2, and Omega 3 must complete their missions.

Imperial Star Destroyer Garrett must survive.

Muurian Transports Botani 1, Botani 2, and Botani 3 must be captured.

Secondary Goals: Escort shuttle *Sigma 1* must complete its mission. Escort shuttle *Com 1* must be captured.

Bonus Goals: Containers F B135, F B134, and F B133 must be destroyed.

Mission 4

Strike on Kothlis

Mission Briefing

Our last mission bore fruit. Lord Vader has learned that the previously captured Imperial freighter has been taken to a platform designated Kothlis II near the Bothan planet Kothlis. Your mission is to capture the space platform, after first eliminating its Bothan starfighter defense force. At least 75% of the enemy starfighters—which will show

up in your CMD as Neutral 1 ships—must be disposed of. You'll be flying a missile boat, armed with 80 advanced missiles; 40 in each pod. You're the flight leader in a two-ship group, and you'll also be equipped with a tractor-beam.

After-Action Report

At the start of the mission, I hit the M key to bring up the map, noting three A-wings, Locus 1, 2, and 3, about 3 km out and heading straight toward me. Those guys were getting right to the point. There were also four X-wings from Norol Squadron, and they were headed toward the Garrett. I hit the R key, which brought up A-wing Locus 3, and told my wingman to attack. Then I used the T key and located one of the X-wings. My plan was to go after the X-wings myself using dual advanced missiles. I targeted Norol 1, and went after it.

As I was going after the X-wing, I got an incoming missile warning. Before I could do

anything about it, the missile hit me and I lost most of my rear shields. I evened out what was left and proceeded after *Norol 1*, launching dual missiles and immediately targeting the next X-wing; *Norol 4*.

I fell right in behind *Norol 4* and launched missiles at point-blank range. He exploded in my face; fortunately, I missed most of the debris, including his hull.

X-wine Noral 2 his been destroyed.

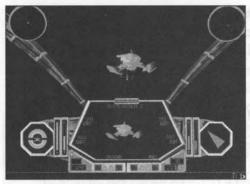
ISD Garrett with shields at 76%.

supposed to be an offensive mission, but it turns out to be a fairly defensive one; not only do you have to defeat the enemy, you have to stop them from destroying the *Garrett*, your own Star Destroyer. As it sits there waiting for you to complete your mission, the *Garrett* gets attacked by X-wings and Y-wings, and it'll need your help to survive.

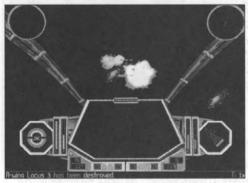
Mission Note: This is

I hit the R key and Norol 3 came up. I went into a tight turn and gave chase, with one of the A-wings was still dogging me and firing laser blasts. I just had to ignore him and stay on the X-wings, jinxing a bit. It was at about this time, one minute into the mission, that I got the message about the Garrett. It was under attack.

I had to do better than just picking off a few craft here and



PLT Kothlis II



Destruction of an A-wing.

there—I had to stop the ships that were attacking the Star Destroyer. I was closed in on *Norol 3*, my lock went from yellow to red, and I launched my advanced missiles. As soon as I launched my missiles, I hit my R key.

An A-wing was dogging me from behind, and once I'd used my map to make sure all the X-wings had been taken care of, I made a sharp turn and engaged Locus 2. Around this time, I noticed that the new, improved beam weapon was working really well. I turned my tractor beam on Locus 2, which straightened out his path. A quick yellow-lock was sufficient: instant destruction.

Immediately, I hit the R key and it brought up the A-W *Locus 1*. I fell right in behind him and employed my tractor beam with more success. These A-wings were no longer a

threat. I was, after all, in a superior craft: a missile boat with a tractor beam and advanced missiles. I was convinced that nothing could stop me.

I headed on to fulfill my mission, which was to wipe out the majority of Bothan forces in the area. In a welcome spirit of cooperation, they were practically feeding themselves to my missiles. But I also had to help capture the platform, so finally I turned my craft in that direction.

To my surprise, there were more starfighters heading my way: R-41 Starchasers—four of them from Corpol Squadron. They were targeting the *Garrett*, and even though TIE fighters from Gamma Squadron were out defending the Star Destroyer, I didn't want to leave them alone to face this newest threat.

I started to order my wingman to attack *Corpol 1*; that's when I noticed that I had no wingman left. I had been so preoccupied I hadn't noticed him get killed. I would have to finish these guys off myself—it was crucial that they be stopped.

I targeted *Corpol 1* and fired a single advanced missile. It only takes one missile to nail those R-41s, and once I'd launched, I used the T key to target the next one in line.

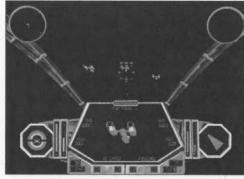
There were three more R-41s flying in a tight pack, and I fired a missile at the lead one. Though it missed, it destroyed the one at the back of the formation, and I fired another another at the lead ship, still conveniently locked. Just one Starchaser left. I didn't need to use the tractor beam as he wasn't really evading; I just flew in right behind him and let him have it.

Although they'd gotten off some warheads, all four of the R-41's were quickly destroyed.

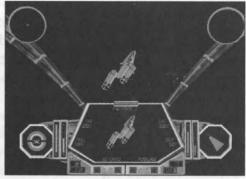
As I turned back towards the Bothan platform, four Y-wings designated Pokoc came into my view. I switched to dual advanced missiles and set my sights on the pack of Y-wings. I didn't have time to get a red lock because they were heading my way, but I got a good look at *Pokoc 3* and fired dual advanced missiles right into its cockpit. Then I swung around, hit the R key and targeted *Pokoc 1*. I hit the Enter key to match speeds, and let two missiles go. *Pokoc 1* fragged into debris. Hitting the R key again brought up *Pokoc 2*.

At that point, my speed was down and I was flying about the same speed as the Y-wing, so I waited until I got the red lock; the *Garrett* was directly behind *Pokoc 2* and I didn't want the missile to miss. Things can get ugly in a hurry if you're not careful around a Star Destroyer. As soon as I got the red lock, the *Garrett* was opening fire on the Y-wing also, but I was still able to collect the kill.

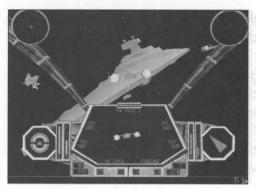
Only Y-wing *Pokoc 4* remained, and I hit the R key and brought him up. He had already made one pass. I was ready to target him when I heard the message "Incoming missiles."



Y-W Pokoc group



Targeting Y-W Pokoc 2.



Star Destroyer under attack.

I hit the space key and targeted the projectiles; too late, took a missile hit, evened out my shields, and took another. My shields were weak, and I evened them out again.

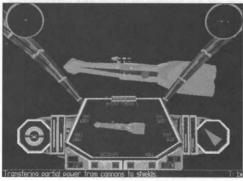
Two A-wings—Candoto 1 and Candoto 2—were the new arrivals. They'd hit me hard and they were closing quick. I stayed with dual advanced missiles and waited for them to make a pass. They opened

up with lasers and I corkscrewed in, trying to avoid the blasts. When they veered off, I fell in behind one of them.

I didn't have much time. I had to destroy the one A-wing quickly or his buddy would get on my tail. I used the tractor beam to lock on, and then I waited—counting 1...2...3—and let go with a missile. Just about then, I got laser blasted on my rear, so I began to evade. I hit the R key which brought up the other A-W. That's when I realized that these were (had been) Top Ace pilots. I had to concentrate 100% on taking out the last guy, and I remember wishing I hadn't killed off all those first ships; it just drew the attention of the better pilots.

I also remembered around that time that I had a secondary goal to complete. I needed to inspect modified corvette *Timmoth 4*. He was making a run for it, but he wasn't moving very fast, and it would be quite a while before he reached his hyper point. I figured I still had some time.

I put him in memory at F5, and after I mopped up the R-41s, I was looking around for more A-wings when X-Ws Limeei 1, 2, 3 and 4 popped



M/CRV Timoth 4

up. I took them out with no problem while they were making a straight run at the *Garrett*. They didn't make any attempt to evade—Boom, boom, boom, boom, boom. 1, 2, 3, 4—all with dual missiles.

Another new-craft alert quickly followed. Four Z-95s from Kkask Squadron had launched. Z-95's are simple to destroy, and I switched to single advanced missiles and went

after them. These ships were more agile than R-41s, but my tractor beam helped out in that department.

The beam was getting a bit low, so I hit my F8 key one time to increase its recharge rate. I left it at that setting for the rest of the mission.

I took out two of the Z-95s, and just as I destroyed the second one I noticed that the modified corvette was flying over my position. I targeted the M/CRV and headed towards it, and in no time I had completed my inspection. It was carrying computer equipment.

With the secondary goal completed, I returned to the primaries. I hit the R key, brought up Z-95 Kkask 2, and decided to go after him.

That's when the four Y-wings called Nomor passed by. I knew I had to take out at least a couple of them, and I switched to dual advanced missiles

obliterating *Nomor* 1 and 3 quickly and efficiently. That's when I realized that the Z-95 Kkasks were going after me, and that they were armed with missiles. I took two hits before I figured that out, and my shields were low, so I decided to dogfight in the general direction of the *Garrett*.

It wasn't long before I was jumped by a couple more A-wings, *Primo 1* and 2. They were probably the finest pilots of the whole bunch. I stopped everything and went after them; they were relentless, and I couldn't afford to just let them take potshots at me.

Strategy Note: Any time there's a friendly capital ship in the area where you're dogfighting, it's a smart thing to stay within its field of fire. Be careful not to hit the larger ship with errant shots, and eventually your enemies will succumb to a big ship's gunners.

I went into a tight turn and used my T key to target *Primo 1*. I fired at him as I came out of my turn, taking him out quickly. No problem. I hit the R key, hoping *Primo 2* was right in my space, but Z-95 *Kkask 1* came up in the CMD. Those guys just wouldn't give up.

Less than a second later I got hit by a laser blast—the A-wing *Primo 2* was ripping out my side. I knew I wouldn't have to wait long for him to show up. Using the beam weapon, I locked on and fired dual missiles, and seconds later he was space garbage.

Kkask 1 would be next, the recipient of a missile or two. Right about then, I noticed that five more R-41s, this time called Freeman, had launched from the platform and were headed my way. I targeted one—it happened to be Freeman 5—locked on with a missile and let fly. I used the Y key to target Freeman 4 and proceeded on down the line.

To my surprise, these R-41s were not going after the *Garrett*, they were actually targeting my ship and the escort TIE fighters! To make matters more radical, they weren't equipped with rockets; they were equipped with missiles.

Realizing that they carried missiles made me take them more seriously, and I concentrated on taking them out perhaps more quickly than I might have if they had been ordinary R-41s. No matter, ultimately. An R-41 was still an R-41, and these posed little threat to my craft. As interceptors R-41s are dogs, about as agile as Y-wings. I took out all of them in about a minute.

I was 6:20 seconds into the mission, and feeling a little peeved about those R-41s when I got the message "Gunboats Nu 1-4 will disable the station, cover us." The Gunboats Nu launched and headed in. I moved to heed the cover request.

I targeted Gunboat *Nu 1* and put it into memory. A quick look around and a peek at the map told me that there were no enemy starfighters in the area to worry about, for a change. On the other hand, if the platform itself started firing at the Gunboats. . .

I decided to lead the Gunboats in for the attack, and blast the platform just before they did. That way, I could draw off the platform's fire and the GUNs would have better success.

I flew in toward the Gunboats, in tight escort above them. At the last minute I hit my SLAM boosters to move out in front, firing an impressive volley on the platform.

The platform, Kothlis II, was implementing its missile defense systems and launching missiles at the Gunboats; the platform's defense was not going to be overly distracted by my assault.

The Gunboats had started launching their own attacks—firing advanced torpedoes. As the platform and the Gunboats exchanged fire, I got jumped by another set of Z-95s that must have launched from the platform as soon as it was attacked. There were three of them, *Perler 1, 2,* and *3,* and I took my attention off of Kothlis II to go into starfighter interception mode.

I fell in behind *Perler 1* and took him out with no problem—a single advanced missile, right up his tail— then gave the same treatment to *Perler 2*. *Perler 3* was gone, too, taken out by one of the TIE fighters.

I retargeted the platform and observed that its shields were only down by 50%. The Gunboats needed help, so I went in firing dual missiles like crazy, as if I had an unlimited supply, which I didn't.

I went for the weapon launchers and the laser turrets, figuring that if its defense systems went down, even a partially destroyed Gunboat could disable

it. I knocked out a missile launcher and two gun turrets; the shields were now down to 36%. I switched over to lasers and continued to whittle away. The Gunboats had stopped firing their torpedoes and were using IONs: a good sign. The platform's shields were down to zero and the systems were 85%, which meant that I no longer needed to waste my energy attacking. I used the R key to make sure no enemy starfighters had entered the area. At about 9 minutes, 20 seconds into the mission, Kothlis II was disabled.

Assault Transport Omega 1 launched from the Garrett, and Gunboats Nu 1, Nu 3, and Nu 4 headed back toward the Star Destroyer. Nu 2 had been taken out. The Garrett's hull was down to 38%, but it looked like she was going to make it.

I put ATR *Omega 1* into F6 memory and followed her in, staying as close as possible. It seemed wise to keep an eye on the transport, to make sure no Bothans tried to harm it.

I still had a half-dozen advanced missiles left, which made me feel a little more secure, just in case an A-wing or two popped up. I always tried to hold back a few, just in case.

Exactly 10:53 into the mission I got the messages, "Capture Operation Complete. Mission Complete. Primary Objectives Complete."

The ATR Omega 1 was heading back to the Garrett, and I gave it an escort into the hangar. The ATRs safe return was crucial to the mission's success.

I noticed that once the platform had been captured, two Imperial transports, *Rover 1* and *Rover 2*, launched from it. They were probably once Bothan transports, but now they'd become ours. They were headed toward the *Garrett*; troopers aboard *Rover 2* and prisoners aboard *Rover 1*. That's when the *Garrett* started launching TIE Bombers to finish off Kothlis II.

They destroyed the platform at 13 minutes into the mission after taking anything worthwhile—prisoners and information. With the platform turned to debris, I only had to wait for the transports to board the *Garrett*, and I was headed in myself.

Mission Goals

Primary Goals: 75% of Bothan craft must be destroyed.

ISD Garrett must survive until other goals are completed.

ATR Omega 1 must survive until other goals are completed.

PLT XQ5 Kothlis II must be captured.

Secondary Goals: M/CRV Timoth 4 must be inspected.

Mission 5

Bothan Treachery

Mission Briefing

In this mission, the Bothans have deciphered the classified information that they captured aboard the Imperial freighter, and they are about to hand the information over to the Rebels. A Bothan Dreadnaught has delivered this information to a Rebel Calamari cruiser. Your objective is to capture the Calamari cruiser and to destroy the Bothan Dreadnaught. You're the flight leader of a two-ship group of missile boats, designated Tau. Your missile boat is equipped with 40 advanced missiles and 30 advanced torpedoes, and you'll have two TIE Advanced from Delta group as fighter escort.

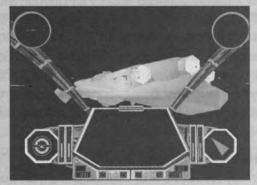
After-Action Report

The second we dropped out of hyperspace, I got a close-up view of my escorts smashing into the back of the Calamari. There was little time to

Mission Note: You usually start a mission a couple of kilometers from your targets, since you're on offense have chosen an advantageous point of entry. This approach gives you about a minute or so to build up your shields and get your orientation in the battle area. This is an unusual mission from the start since you, your wingman, and your escorts all over-jump your entry point, arriving directly behind the Rebel Calamari cruiser!

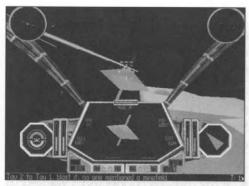
The two TIE Advanced, *Delta 1* and 2, smash into the cruiser and you lose them in the first second of the mission. You actually come in headed right towards the cruiser, and will have to veer off immediately. As if that's not enough to contend with, there's also a mine field nearby. Try to be cooler than your wingman; you'll be in the heat of battle the second you come out of hyperdrive.

The main objective is to disable the Calamari cruiser and destroy the

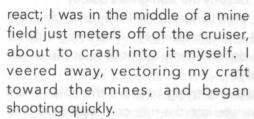


Starting out in trouble!

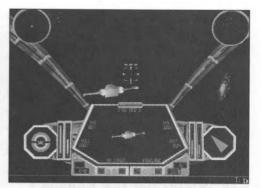
Dreadnaught *Doomer*. The Dreadnaught starts heading out right after the start of the mission, but don't worry; you have plenty of time to get to it. Your first priority will be to defend yourself. There are a couple of A-wings—*Red 1* and 2—that will come after you the moment the mission begins. Take them out first.



Mines!



I took out four of the mines, then hit the R key, which targeted A-wing Red 1. I had no idea what my wingman was doing. All I had in mind at that moment was to save my own skin, so my focus was on taking out the A-wings as quickly as possible. When I got a chance, I increased my laser recharge rate and turned on my gun camera. Perhaps it would have been a good idea to



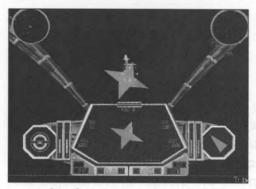
Z-95 Red 3

Strategy Note: Recommended play during missile boat missions is to keep three fingers on the keyboard—the X key, the R key and the B key. You want to be able to hit that beam weapon really quickly, but also to be able to switch between dual and single missiles. You can do this with your coolie hat if you have a flight stick of some kind, but the keyboard is actually preferable in most cases. Keep using the R key to target the next craft. If you use these three keys efficiently in sequence, getting your missiles off rapidly, you can eliminate the enemy a lot faster than they can get to you.

check the map, but I was already in the thick of things.

I switched to dual advanced missiles, making sure I didn't fire any of my advanced torpedoes. I went into a tight turn until I got behind A-wing Red 1; then I turned on my tractor beam, waited for a red lock and fired two missiles. By that time, I was getting shot at again.

There were some Z-95s joining the battle, but these shots were coming from A-wing Red 2. It was urgent to take him out as quickly as possible. Through a bunch of tight turns, I kept hitting the R key and taking out starfighters. For Z-95s, I fired single missiles. My wingman did his own thing.



Another close-up encounter with a mine

I went after the Z-95s with single advanced missiles, and targeted the A-wings with dual advanced missiles. I took out any close mines with a laser shot or two, and continued to acquire red locks and dispatch missiles. Sometimes I fired when I still had only a yellow lock, but in such cases I'd generally keep flying straight-on to be sure my missiles connected. I wanted to destroy the starfighters quickly.

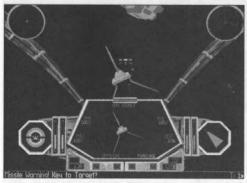
I took out the A-wings and the Z-95s, then I pressed the R key and it brought up a mine. That was the best news I'd had in this misison so far. There might still be some A-wings or Z-95s out there, but the closest enemy target besides the cruiser was a mine. That I could deal with, gratefully.

I got a message that a Bothan shuttle was trying to leave the area—I had noticed it entering the area about one minute into the mission. I pulled up SHU Doomet in the CMD and locked onto it, firing two advanced missiles and following up with a few laser blasts to finish the job.

Then X-wings Red 1, 2 and 3 launched from the cruiser. Without any hesitation I went after them, trying to get at least one while they were still in their launch path.

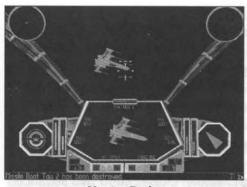
I took out X-wing Red 2 before they broke out of formation, and then went head on with X-wing Red 1.

Of all things, our missiles hit each other as we closed in, and both of us



SHU Doomet

Mission Note: Be extremely careful not to shoot at the Calamari cruiser. If you hit it even once, it will start launching advanced missiles at you. The first time you shoot at the cruiser, you'll need to take out the warhead launchers if you hope to survive. The warhead launchers on a Calamari cruiser are on the sides. so attack from the top or bottom to have a clear shot at both of them in rapid succession. Use two advanced missiles for each launcher, from a distance of 2kms. If you're firing at the mines or any craft, check out what's in the background! If the background is the cruiser—resist the temptation. You don't want to get the gunners riled!



X-wing Red 1

veered off. I fell in behind him and used my tractor beam; two more missiles and he was toast.

Red 3 was about 1.3 km away, but I managed to lock onto him with my tractor beam, get a red lock and fire two more missiles. Hitting the R key brought up another mine: type A, which only fire lasers.

I evened out my shields and transfered some laser energy to

them. My tractor beam was a little low, so I increased its recharge rate. Since I was going after mines, I didn't need a whole lot of speed, but I didn't want to be dog-slow; the faster I flew, the harder it was for them to hit me. I jinked towards each target throwing off its aim.

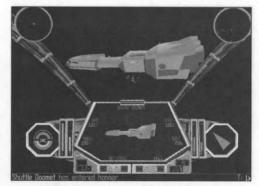
At three minutes into the mission, I lost my wingman. About five seconds later I took out the last mine, and that's when A-wing Red 2 jumped me. He must have been the one that finished off my wingman.

I got a message about incoming missiles in time to transfer all my laser energy over to my shields and go into a tight turn. I wasn't moving very fast, so I knew I was going to take those missiles right up my tailpipe, but I wanted to be able to absorb the hit and immediately respond with two missiles myself.

Coming out of my turn, I locked onto him. He hit me with a laser blast and a missile, but I fell in behind, employed the tractor beam and avanged my wingman. There were no more enemy starfighters left, and the mines were all gone. It was time to go after the Dreadnaught

Doomer—it was heading out of the area.

I targeted the Dreadnaught and noticed that its shields were already down to 28%. Somebody had started the job; now I just had to finish it. The only ships left in the area were mine, the Calamari cruiser Knight, the Dreadnaught Doomer, and my resupply transport 7 km away.



Dreadnaught Doomer

I was glad to see that my resupply transport had survived. I decided to launch all my warheads into the *Doomer*, then reload before pursuing the cruiser.

That's when 4 Imperial ATRs—Omega 1, 2, 3, and 4—entered the area. They were headed in to disable the Calamari cruiser. I changed my plans immediately and began firing on the cruiser's warhead launchers to help the ATRs complete their mission. I had to take out the launchers quickly, to assist the assault transports and still not allow the Dreadnaught to make good its escape.

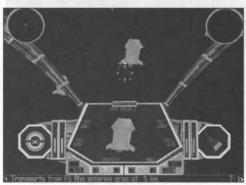
My idea was to lock on and fire at the Calamari cruiser, send two advanced missiles at each of its warhead launchers, then fire all my torpedoes at the Dreadnaught *Doomer*.

I put the *Knight* and the *Doomer* into F5 and F6 memory, then took out the warhead launchers on the cruiser without complications. The advanced missiles work beautifully, because they are so much quicker than the torpedoes.

As soon as I saw the launchers were destroyed, I switched back to advanced torpedoes and launched 12 of them at the *Doomer*, destroying it with no problem. At first, I thought I'd have to launch my remaining 18 warheads at the cruiser, but its shields were already damaged, so I only needed to use 10. Good thing I checked it in the CMD first.

Ten missiles brought the *Doomer's* shields down to 1%, and as soon as the ATRs saw that, they switched to ions and disabled the *Knight*. Just seven minutes had elapsed in the mission. Finally, things were looking good. Time to call for a reload. No enemy craft were in the area, except for the disabled cruiser, so I flew toward the reload vehicle as fast as I could.

Once the *Knight* was disabled, ATR *Omega 1* docked and captured it. At 8:50 into the mission I was notified that the capture operation was complete,



ATR Omega 2 carrying troopers.

and my primary mission objectives had been accomplished.

I was now fully reloaded with warheads, and anxious to complete my secondary goals. I decided to stick around and see what happened next. That's when the Frigate Tarken lumbered into the area. My commanders had suspected that this craft would show up in defense of the Knight—but to the Rebels' misfortune,

the Tarken was way too late to be of any use to the Alliance' cause. It was, however, right on time to be captured.

I decided I would launch my reload of all 30 of my torpedoes at the *Tarken* before I got intercepted by the Frigate's starfighters, but I only got about 10 off before I was totally mauled by incoming missiles and turbo laser blasts.

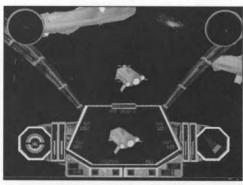
Prudently, the cruiser *Knight* started heading for its hyperspace jump point. We weren't about to let it escape.

I'd been jumped by A-wings *Gray 1, 2* and *3*; top ace pilots! I took some missile hits but survived, and used my beam weapon and advanced missiles to take out *Gray 1* and *Gray 2*. It was just around this time that I was notified that the ATR Omega flight group had completed its mission, and made it back to the *Garrett*.

The third A-wing was still around, joined by Z-95s Gray 1, 2, 3 and 4. It looked like I'd be dogfighting against the odds again. What a relief to have gotten the reload when I did! As if the A-wings and the Z-95s weren't enough, now four B-wings joined the party. I had my hands full, especially since I also wanted to bring down the shields on this Frigate. I knew that if I brought down the shields I could probably get some help disabling it.

It was a tight, tense situation. A hairball dogfight. I finished off the A-wing immediately, then turned toward the B-Ws. I used dual advanced torpedoes to take them out, then single advanced missiles to take out the Z-95s.

All this close dogfighting took a couple of years off my life, but I just stayed focused and soon enough Gray group was dust. Then I went after the *Tarken* again, switching to dual advanced torpedoes; I still had about 20 left. I fired 12 into the Frigate. All that remained in the area were the *Tarken*, my missile boat, and the reload craft. I had plenty of time to get in a second reload, had I wanted one, but there was still work I could do. I decided to take out the



ATR Omega 2 heading home.

Tarken's warhead launchers, something I should probably have done earlier. If so, I would have done it from a distance.

My torpedoes hit the *Tarken* and lowered its shields to zero, also inflicting some hull damage. ATR *Omega 5* launched to disable the big ship, and I realized I needed to draw the Frigate's fire. The *Tarken* still had all its laser turrets in full operation, so I

flew in close to offer a distraction.

At 14:45 into the mission, we'd disabled the modified Frigate *Tarken*, and *Omega 5* was docking to capture it. My reload transport wasn't too far away, so I went for another load, just in case.

15:50 into the mission, I received notice that my secondary mission goal was complete. Considering the way this battle had begun, it had been a glorious day.

Mission Goals

Primary Goals: Calamari cruiser Knight must be captured.

Dreadnaught Doomer must be destroyed.

Secondary Goals: Frigate Tarken must be captured.

Bonus Goals: At least one of ATR group Omega must complete mission.

Shuttle Doomet must be destroyed.

Mission 6

Recon Military Summit

Mission Briefing

During a Rebel military summit, you must inspect the attending craft. This is a somewhat routine mission, but your assignment underscores its importance to the Emperor. Do not fail him.

Secret Orders

A troublesome computer programmers is rumored to have doubts about the information obtained from the stolen Imperial freighter. This computer programmer could cause trouble for the Emperor and his plans. Imperial Intelligence suspects that this programmer may be aboard an escort shuttle headed for the Rebel military summit. You must destroy the escort shuttle and the computer programmer to prevent him from making any report.

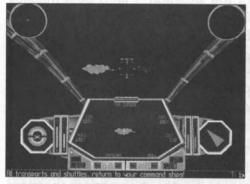
After-Action Report

I headed immediately toward the Calamari cruiser as the sorte began. A corvette flew by, apparently heading for one of the Frigates, but I ignored it. En route to the cruiser, I charged up lasers and shields, and turned on my camera. Checking my inflight map, I saw that there were two A-wings ready for me, but I was ready for them, too. I hit the R key, which targeted A-wing Red 1. He was 4 km away. Heading straight toward him, I switched to dual advanced missiles. Once I'd fired at him, I veered off, so that his laser blasts wouldn't intercept my missiles while he was targeting me.

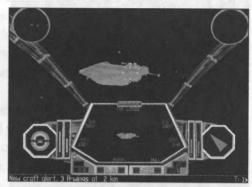
Strategy Note: It's worth noting that the converse of this strategy holds true: If missiles are fired at you from a distance, head toward the attacking ship and fire your lasers. You can often intercept the missiles even before you get an incoming missile warning by taking advantage of your ability to lock onto another ship!

Once that A-wing had dissolved into a millions flecks of light (a beautiful sight from my corner view), I targeted the next by hitting the R key.

I ignored the messages from the cruisers and other Rebel scum—that I had to surrender or die. A-wing Red 2 came up, and I also got an incoming missile message. I turned toward the A-W and started firing lasers directly



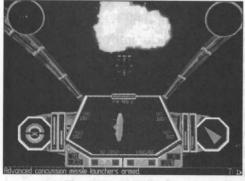
CRS Lutdze.



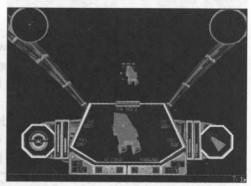
Akbar is on board.

at him, intercepted his missile as it headed for me. It exploded just before it reached me—so close I felt the blast tremor through my shields.

Then I veered off and came around behind A-wing Red 2 as it passed me, using my tractor beam and dual advanced missiles to destroy it. One quick red lock, no more Red 2.

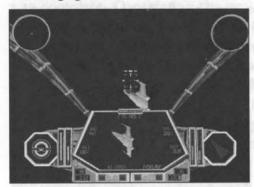


Targeting A-W Red 2.

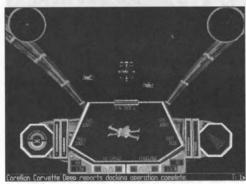


Getting ready to fire.

Red 3 came up next. I fell in behind him and fired two more missile—in a matter of 54 seconds all three A-wings were history. I hit the R key again, which brought up Z-95 Red 3. Switching to single advanced missiles, I went after him and reduced him to cinders in short order. I continued to retarget and dogfight.



Firing on Z-95 Red 2.



Targeting an X-wing.

While I was picking apart the Z-95s, I got jumped by four aggressive X-wings, also from Red group. They were firing lasers, and I took several hits to my shields, before I got control of the situation. I fired dual missiles into the pack of X-Ws, but their wall of laser fire took care of most of my projectiles. (Mental note: Don't forget to veer.) Following that failed attempt, I looped around behind the X-wings for a somewhat subtler approach.

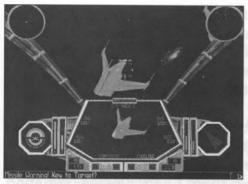
As I was engaging the X-wings, two more Bothan craft entered the area. Upon closer scrutiny, they turned out to be the two escort shuttles; about 8 km away and just a couple of minutes from their mother ship, the Calamari cruiser *Lutdze*. I had to work fast clearing the area of these starfighters, so that I could go chase down those escort shuttles.

I took out three X-wings in quick succession, then hit the R key to bring

up escort shuttle *Swen 1*. Luckily, he was only two klicks from my position by that time, so I headed toward him. I decided to just blast away, as opposed to inspecting the craft. One of them must be carrying the programmer, I reasoned, and the rest were Rebel scum, anyway.

From a distance, I fired three advanced missiles at both of the escort shuttles, and destroyed *Swen 2* just as it was entering the hangar. Had I waited even five seconds longer, I would have lost him.

It was then 2:50 into the mission, and Swen 1 had entered the hangar.



Looking for the doubtful programmer.

Mission Note: You must destroy the critical E/S by the time the mission clock reaches 2:50, or the ship will enter the cruiser's hangar and you'll fail to get the secondary goal completion. There's no real need to ID the escort shuttles, and it's probably more efficient to destroy both of them than to waste time trying to find which one is carrying the computer programmer.

Luckily, intelligence confirmed that the programmer had gone with unlucky number *Swen 2*. That's the way the shuttle crumbles.

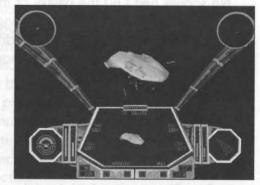
I hit the R key again, and up came the shuttle *Channel*. I guess I could have gone after these guys for some extra bonus points, but I decided to stick to my primary goal, which was to ID starships. The first starship I IDed was the main cruiser right in the center, which turned out to be carrying none other than Admiral Akbar himself. Surely that would prove a valuable bit of information.

That's when three A-wings from Gold group launched and immediately came after me. Although I took two missile hits during the subsequent dogfight, and my shields were critically damaged, I polished off the A-wings and continued on my way, recharging systems as I went.

Next I headed toward the Calamari light cruiser Sullute to inspect it. Since

there were no starfighters in the area, I went ahead and set my laser and shield recharge rates to full as I headed toward the light cruiser. Since I was 5 km away, my systems were, in fact completely recharged by the time I closed within 2 km.

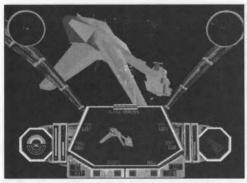
When I was 1.5 km away from the Sullute, it started firing at me. I went into a slow spiral, avoiding its turbo lasers. Then I went into my sliding spiral and headed straight toward it. I



Inspecting CRL Sullute.

had to get close, within .8 km, to inspect the craft.

Finally I completed the inspection—the Sullute was carrying warheads. Immediately, though, six A-wings designated Yellow launched from the Sullute



M/FRG Kracken

and headed toward me. I hit my overdrive boosters to open up a little distance between my ship and the Awings, then I turned around and engaged.

I readjusted all my laser, shield and beam recharge rates to combat positions, and began dispensing dual missiles—targeting, using my beam weapon, firing missiles, targeting another. In less than a minute and a

half, I had destroyed all the A-wings. The M/FRG Kracken turned out to be next on my list, and I headed toward it.

Mission Note:

Remember, do not fire at any of the starships. If you do, they'll start launching missiles at you. If you destroy any of them, you lose the mission. Don't engage them at all. The Kracken was directly on the other side of the nearby cruiser, so I had to take a less-than-direct path. No sense getting plastered by a lot of cheap shots. I flew above the cruiser, keeping about 1 km away in order to avoid its laser blasts. The Rebel transport Reed was headed toward the cruiser, but I decided to ignore it.

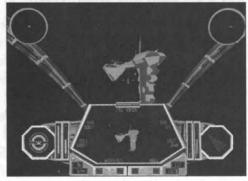
That's when I noticed the three X-wings from Silver group, and took them out in about as much time as it takes to tell.

No sooner had I rid the galaxy of the three X-wings than I sighted four B-wings from Gray group. They weren't engaging me; they were just flying by, so I let them go and went in to identify modified-Frigate *Kracken*.

It was carrying troops—an invasion force for sure— and as before my

inspection ellicited a hostile response: three A-wings from Gray group. I wiped them out as efficiently as I could, using my often-tested methods.

Once A-wings *Gray 1, 2* and 3 were blasted to oblivion, some A-wings from Silver group also joined the fray. I had to engage those, too, which slowed me down a bit, but afterward there was nothing to stop me from inspecting the Frigate *Viper*. The



The Viper

inspecting of the *Viper* revealed that it was carrying warheads was followed quickly by the messagethat my primary goals were complete.

I could have stayed around for some more dogfighting, but it seemed like a good time to activate my hyperdrive. We had learned of Ackbar's presence here; that would mean better opportunities to punish the Rebels in the future.

Mission Summary

As you begin the mission, you'll spot A-wings *Red 1-3* off in the distance; they're the first ships you should engage. Fly straight towards them, hitting the R key and targeting *Red 1*. Destroy all these starfighters out of the range of the Calamari cruiser, which starts right in front of you. There will also be some Z-95s coming at you, *Red 1-3*. Once you've finished dogfighting those two groups, then you'll want to start ID-ing ships. As soon as you ID any of the capital ships, more starfighters will luanch. Deal with them. Try to dogfight the starfighters out of the range of the capital ships, and then ID the next capital ship.

The escort shuttle carrying the troublesome computer programmer is randomly Swen 1 or Swen 2, so you never know which craft he's in unless you ID it. It's a good idea to destroy them both. The escort shuttles always depart 40 seconds after the start of the mission, but it does take a minute or two before they can get to the cruiser. Just after you ID the light cruiser Lutdze, the escort shuttles will be begin heading towards it.

Mission Goals

Primary Goals: All Imperial starfighters must survive until other goals completed.

Calamari cruiser Lutdze must be inspected.

Light Calamari cruiser Sullute must be inspected.

Nebulon B2 Frigate Kracken must be inspected.

Nebulon B Frigate Viper must be inspected.

Secondary Goals: E/S Swen (with the programmer) must be destroyed.

Bonus Goals: 50% of all starfighters must be destroyed.

Shuttle Armor must be inspected.

Shuttle Channel must be inspected.

Transport Reep must be inspected.

Corellian corvette Deep must be inspected.

Corellian transport Nahosos must be inspected.

All of shuttle group Swen must be inspected.

Mission 7

Delay Strike Force

Mission Briefing

The Rebels are gathering their forces near Sullust, in preparation for the attack on the second Death Star near Endor. The objective of this mission is to destroy the first three capital ships that pass through the area. These capital ships will be going from a back-staging area to a forward-staging area near Sullust in preparation for their attack. You'll be flying a missile boat, as the leader of a four-ship flight group. Your ship is equipped with a payload of 40 advanced missiles ten space bombs. The Rebel ships must be destroyed before they can re-enter hyperspace at a nearby point marked by a nav buoy. Four Assault Gunboats from Nu group will fly escort for this mission.

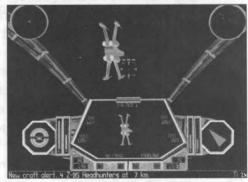
After-Action Report

As we jumped into the area, I saw the Gunboat escort just ahead of me. About 27 seconds into the mission, three A-wings showed up, followed by a Strike cruiser and three X-wings. I was definitely going to have my hands full, I could tell.

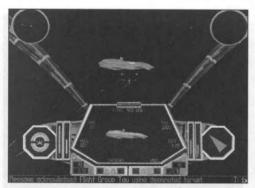
I hit the R key, and A-wing Red 1 popped up on my CMD; he was 9.3 km away. I decided to go after the A-wings first, even though those three X-wings from Red group were right there behind them. I told my wingmen to attack A-wing Red 1, while I hit my T key and went after A-wing Red 2 myself. My strategy was to use dual advanced missiles. Even though one

missile and a few laser blasts would do the job, I wanted to make sure I got somebody on my first pass, and a dual-missile salvo would definitely finish off an A-wing.

As soon as I got a red lock I launched my missiles, then veered off to the right—the direction of the Strike cruiser. I took out A-wing Red 2 and then hit the R key to target Red 3. Before I could get to him, however, the Gunboats took care of business.



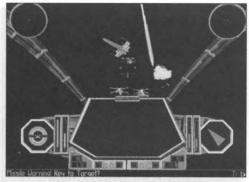
X-wing Red 1



Sending wingmen after the Red Dog.

I hit the R key again, which brought up X-wing Red 3. My wingman and I took care of him quickly, then I decided it was time to attack the Strike cruiser Red Dog. I targeted it and gave my wingmen the order to attack, but I stayed behind to mop up the starfighters. The X-wings were armed with magpulse warheads, and because of that they seemed to be a little more effective than usual.

As I took out another X-wing, Red 1, I noted that two modified Frigates had entered the area, one 8 km away and the other 9 km. Apparently, they had launched Z-95



Dogfighting X-wings.

Mission Note: There are two ways this mission can unfold. It always starts with a Strike cruiser escorted by a group of A-wings and a group of X-wings, but your initial dogfight determines what happens next. In the first possibility, two Nebulon B2 Frigates appear. The other possibility involves two cruisers. The difference depends on which of the initial starfighters you destroy first. If you destroy the A-wings first, then the Frigates will appear. If you destroy the X-wings first, then a Karrak cruiser and a Calamari cruiser arrive. Steele draws the option that includes the Frigates, because it is the more difficult of the two possibilities.

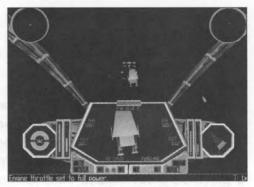
Headhunters, because there were four of them coming towards us. Three more A-wings had also launched and were headed my way. There was a lot to contend with out there.

The three A-wings from Blue Group were closing in fast, and I decided that my first priority lay in taking care of my own tail. I swung it around and hit the R key; Blue 3 showed up on the CMD. He was 3 km away.

I still had advanced dual missiles, so I decided to fire a pair at him and then veer off and dogfight the other two. That's when I saw a missile headed after *Blue 3*; someone else was already on him—but by the time I

noticed, my missiles were away, as well. *Blue 3* would be finished for sure.

I switched to *Blue 1*, who'd just opened up on me with lasers. Dropping in behind him, turning on my beam weapon and letting go of two advanced missiles. I decided not to spare my missiles where the Awings were concerned; I wanted to get rid of the A-wings quickly.



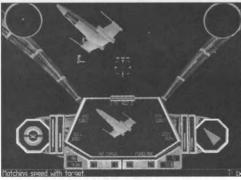
Going after A-W Blue 2.

That's when the Headhunters entered my perimeter, and I went off after them using single advanced missiles. I took out three Headhunters in about one minute, then returned to the lone A-wing dogging me. Soon, he joined his comrades as space dust.

I had to keep my eye on that Strike cruiser. My wingmen were doing the job, and some more bombs were headed towards it. Its shields were down to 22%, and I targeted the *Red Dog* again and told my wingmen to attack, just in case they had gotten distracted by enemy starfighters.

At just about that time, I got jumped by some B-wings I had failed to notice. As it was a bit of a surprise, I took some hits to my forward shields. I evened them out and let go of several missiles. Those B-wings had to be destroyed, and fast; they were just about to kill me.

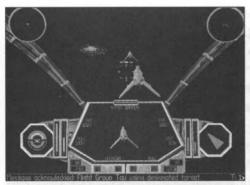
I destroyed the two B-wings by firing three advanced missiles at each. I felt a definite sense of relief watching them go up in ash. My beam weapon was depleted, but I had the chance to reset its recharge rate up one notch during the momentary lull.



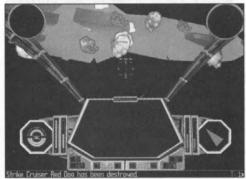
Z-95 Gray 2

seconds into the mission, and all I was doing was dogfighting. The next bunch to jump me were some Z-95s from Gray group. It looked as though there were four or five of them. I switched to my lasers because I was getting low on missiles, and nailed one right off the bat.

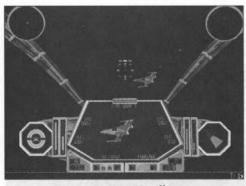
Somehow, I found myself right



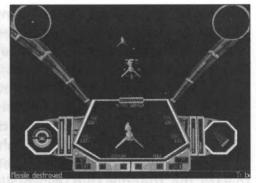
Sending wingmen after the Barker.



The end of the Red Dog.



Mopping up a Headhunter.



Target M/FRG Barker.

next to the modified Frigate Barker. I decided that since I was already inside his field of fire, and already getting wailed on, I'd switch to my bombs and let him have it. I dropped six bombs on the Barker and knocked his shields down to 0, hull down to 96%. I had to get out of there as quick as possible, since I had lost three-quarters of my own shields during the attack run. There were still starfighters dogging me, too.

I targeted the Strike cruiser Red Dog—its shields were still at 22%—came in close and dropped all four of my remaining bombs. That's when I got the message that all of my wingmen were gone. I no longer had any bombs, and there were still two modified Frigates that needed to be dealt with. I had to go for a reload, or there was no chance of finishing this on my own.

But on my way to restock my payload, I got jumped by the Z-95 Headhunters of Gray group. I had no choice, really, but to turn and take them on. All three were armed with the magpulse warheads, so I constantly

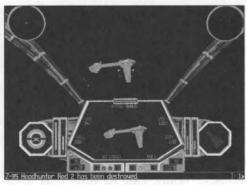
channeled my laser energy to my shields and lobbed a few advanced missiles at each of them. When they were gone, a matter of a few minutes, I was finally able to head undeterred toward the reload craft. I used my overdrive boosters to gain speed, called for a reload, then, at the right moment, I throttled down and drifted toward the friendly ship, gradually losing speed.

Taking out the Strike cruiser Red Dog had bought me some more time, since it was the lead ship. The two Nebulon B2 Frigates were still heading Mission Note: Here's a neat trick for rendezvousing with a reload craft. Look at his distance and your speed. Divide your speed by 100. If the distance and the speed/100 match, then hit the Backspace key and just drift toward him. For instance, if your speed is 160 km/hr and he's 1.6 km away, hit the Backspace and wait. You should come to a stop practically together. Also, remember that you can cheat on the reloads—you don't have to sit there and wait. As soon as the reload craft docks, you can leave and you'll still get your full reload.

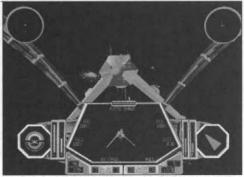
toward their jump point, however, and if either of them managed to get through, my mission would have failed. As soon as I was docked, I turned everything up—my shields, my lasers, my beam weapon—to full recharge for 10 or 15 seconds.

Once reloaded, I targeted the two modified Frigates, *Barker* and *Shmus*. *Barker* was the lead ship, so I went after him first. My threat display told me that he still had six and a half minutes before he arrived at his destination point. That was plenty of time. I hit the R key to be sure no starfighters showed up while I was reloading.

With all weapons systems and shields at full, I headed towards the Barker, coming in as close as I could. The Barker was already damaged, so I



M/FRG Shmus



Space bombing the Shmus.

figured to drop two space bombs on him, then dump the rest on the *Shmus*. I came up from behind, dropping a pair from point blank range. Before he could start firing his lasers at me, the *Barker* was finished.

I repeated this procedure with the *Shmus*, starting about 2km out and dropping eight bombs. I had to keep rebalancing my shields, because he plastered me with laser fire the whole time. But I had the upper hand now: I knew I could go back for a second reload, or opt to finish off the *Shmus* with advanced missiles. There were no starfighters to harrass me, so it was my party now. Before long, I had my mission completed and it was time to head back to hyperspace and my hangar aboard the *Garrett*.

Mission Summary

The key to this mission is having your wingmen destroy the first capital ship, the Strike cruiser *Red Dog*, with their bombs. If they don't destroy the Strike cruiser, you must finish it off. Then dogfight all the starfighters until there are none left. Drop whatever bombs you have left on one of the modified Frigates, go for a reload, then complete the mission.

If you're having trouble winning the mission against the modified Frigates, you may wish to go against the cruisers instead, as noted earlier. To make the mission easier still, take out the light Calamari cruiser's warhead launchers first. Then it's a sitting duck. Although the cruisers are carrying a different mix of starfighters, the strategy for completing the mission remains the same.

Mission Goals

Primary Goals: 50% of all starships must be destroyed.

Strike cruiser Red Dog must be destroyed.

Secondary Goals: 50% of all starfighters must be destroyed.

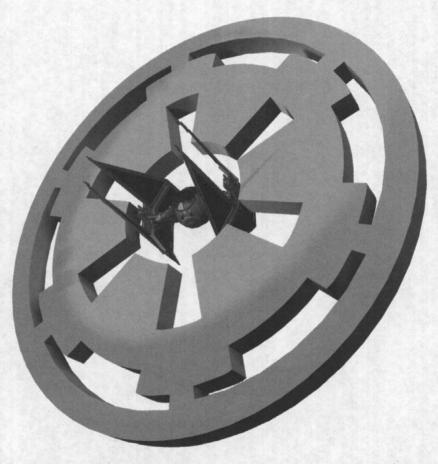
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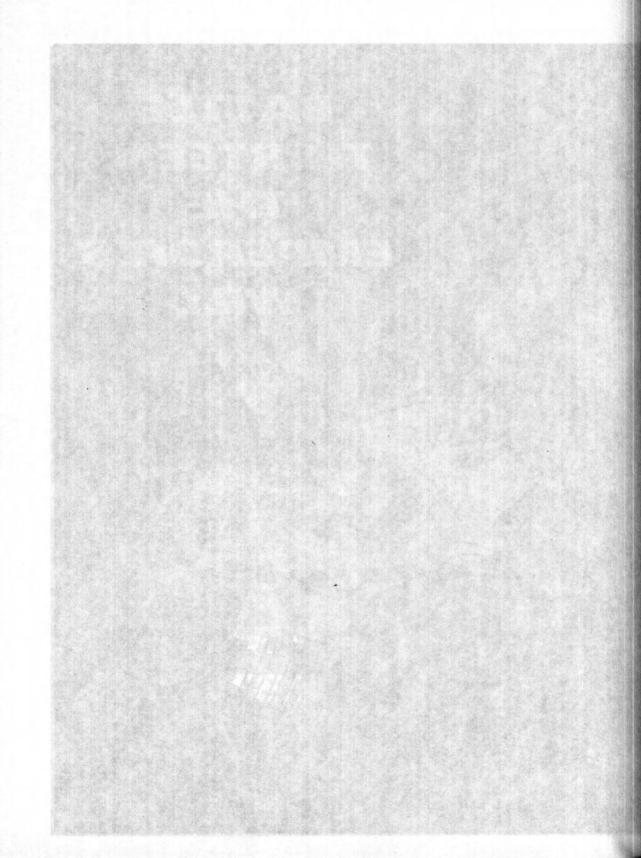
PART SIXTEEN

PART SIXTEEN

CD-ROM MISSIONS

BATTLE
THIRTEEN:
THE
EMPEROR'S
WILL





Battle 13 The Emperor's Will

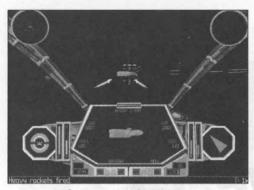
Mission 1

Surprise Attack

Mission Briefing

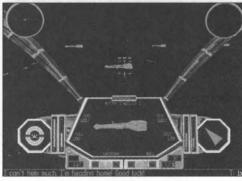
The Emperor was on his way to join his Super Star Destroyer at Endor, traveling aboard his private luxury transport *Excalibur*, when a group of his own private guard launched a treasonous and unexpected attack. The traitors are flying in Assault Gunboats, and the Emperor's craft is unarmed. Deep in his own home area, the Emperor did not expect to be attacked, and only a few TIE Advanced are there to protect him. To make matters worse, it is probable that the traitors have sent a message to Admiral Zaarin, who may send more forces in an attempt to destroy the Emperor.

You will fly a lone missile boat armed with 40 advanced missiles and 20 heavy rockets, and you'll have help from four TIE Advanced fighters which were in the area and remain loyal. Some TIE fighters are coming from the nearby planet, but they're too far away to be of any help as the mission begins. You must escort the Emperor safely to his jump point, ten minutes away. Do not fail!



Taking out M/CRV Z-Ram.

Mission Note: This is another mission which can unfold in either of two ways. The key craft that determine what happens are GUN Z-Mu 1 and GUN Z-Mu 2. If you destroy Z-Mu 1 first, then you'll have to fend off a concerted attack by more Gunboats and TIE Advanced. However, if you destroy Z-Mu 2 first, then the Emperor will be attacked by ten corvettes. If you don't destroy Z-Mu 1 yourself, then generally it's Z-Mu 2 that gets destroyed first, and the corvettes appear. The CRV attack is the path followed here, but try both!



Target Z-Wieler 1.

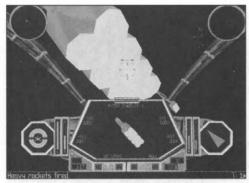
After-Action Report

When the mission started, I turned and headed immediately toward the Emperor's ship. Before I really had time to take stock, a corvette entered the area and fell in behind the Excalibur, opening up with its turbo lasers. I switched to dual advanced rockets, hit my overdrive to gain speed, then launched two rockets at about .6km from the enemy craft, which was called Z-Ram. Scratch one extremely dangerous corvette.

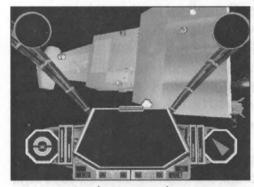
Next, I hit the R-key, which immediately brought up GUN Z-Mu 1. Z-Mu 2 had already been destroyed by the TIE Advanced. I let two advanced missiles go at Z-Mu 1 and took him out also.

Six corvettes had entered the area—three from Z-Tallon and three from Z-Wieler group. These were M/CRVs, and they had adopted a V formation; they were headed straight for the Excalibur. I also noticed at that point that, off in the distance, a Victory-class Star Destroyer had jumped in. But when I looked a moment later, it was gone. (After the mission, I learned that one of Zaarin's top commanders, Namuura Din had been on board. But at the time, I had my hands full.)

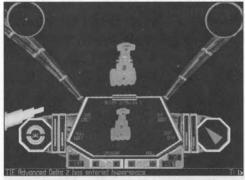
Tactically, my decision was to take



Firing point blank on Z-Wieler 1.



Another corvette down.



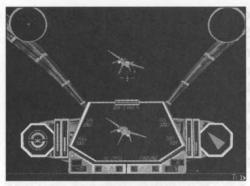
Going after M/CRV Z-Tallon 3.

on whichever corvette was closest. Since I had a relatively limited number of rockets, and a huge number of corvettes to destroy, I knew I had to make every shot count. I had to fly right up the tailpipes of each CRV, let go with two heavy rockets, and move along to the next in line. And I had to be fast.

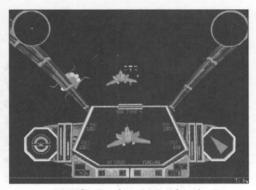
Z-Wieler 1 was the closest corvette to my location, and I attacked from behind. On the way in, I took a lot of laser fire, and had to work to keep my shields even and charged. Finally, I was able to fire two rockets into his engines point blank. Another corvette down.

I moved over to Z-Tallon 1, still getting blasted by lasers. I kept weaving up and down, up and down, as I attempted to get close enough to launch another pair of rockets. Finally, I was able to fire, but I didn't have time to sit and watch the fireball. My escort ships helped me take out Z-Wieler 1 and Z-Tallon 1 by attacking and drawing off some of their abuse. In retrospect, I realized that I could have saved a rocket and used a few laser blasts to destroy these corvettes, but I wanted to put these scum away as quick as possible. The Emperor was at stake.

My escorts attacked Z-Tallon 2, giving me a chance to circle around behind him with devastating effect. Then I went for Z-Wieler 2, maneuvering my way around again. Soon he was a gas pocket, and I was looking for another target. That's when three new corvettes appeared, this







Ready to take out Z-Rho 4.

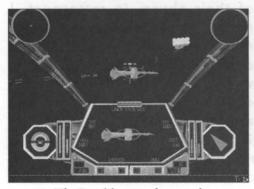
time escorted by four Assault Gunboats. They all seemed acutely interested in turning my missile boat into a dust mote.

I switched to dual advanced missiles and hit the R-key, targeting the closest of the new GUNs.

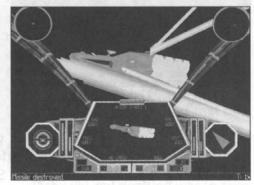
I was flying in a field of turbo laser fire from the corvettes, and when I tried dispatching a couple of dual advanced missiles at the nearest Gunboat, they didn't get 20 meters in front of me before they were blown up by laser fire.

I had to pull in close behind Assault Gunboat Z-Rho 1 to hit the target, but it only took two missiles. It usually takes three advanced missiles to take out a Gunboat, so he must have already been damaged—probably from the same withering fire that I had been flying through.

Next, using the beam weapon and 3 advanced missiles I took out gunboat *Z-Rho 3* in a matter of about 13 seconds, then I quickly destroyed *Z-Rho 2* and 4. These Gunboats were no match for me and my missile boat, not with my advanced missiles, anyway.



The Excalibur under attack.



Attacking a M/CRV from Z-Holi group.

After finishing the Gunboats, I remembered I had modified corvettes to deal with. The three new corvettes were from Z-Holi group. Z-Holi 3 was closest to me, so I targeted him and flew in close, using my overdrive boosters to gain some speed but then quickly turning them off again.

I closed and fired, but instead of destroying him with a pair of heavy rockets, I had shot two advanced missiles at him. Before I could properly configure my weapons, it was too late; I had veered off, heading for *Z-Holi 2*. I would have to finish *Z-Holi 3* later.

In rapid succession, and after sustaining many laser hits, I managed to destroy Z-Holi 2, then Z-Holi 1.

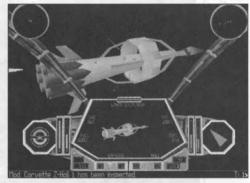
My shields were a mess, and the Excalibur was suffering, too.

The Emperor's ship had it's shields down to 82%, and it was under heavy fire. I had to do something and I had to do it guick.

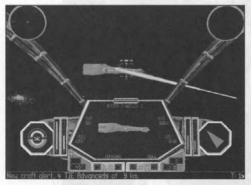
Z-Holi 3, Z-Tallon 3 and Z-Wieler 3 were unleashing an insane barrage of fire on the Excalibur from close range. Quickly, I targeted Z-Holi 3. His

shields were down, but I couldn't wait for the TIE Advanced to whittle away at him. I switched to single-fire heavy rockets and finished him off. Then I turned and *Z-Tallon 3* was right next to me; full shield, full hull.

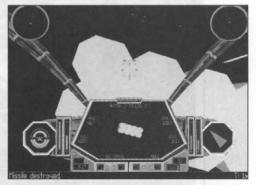
I switched back to dual heavy rockets and fired at him from point blank range, and suddenly the odds were looking a little better. All that was left was the modified corvette, Z-Wieler 3, and he was hurting;



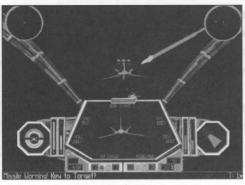
The Excalibur



Z-Weiler 3



Z-Tallon 3



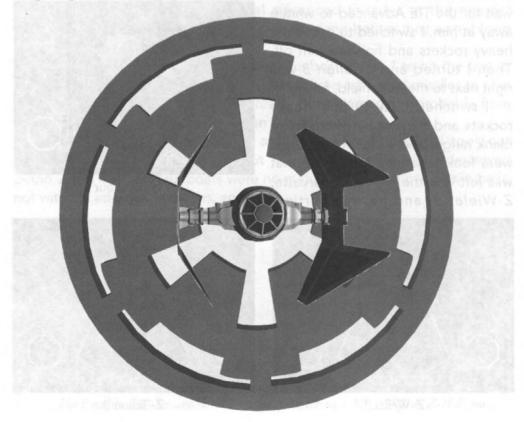


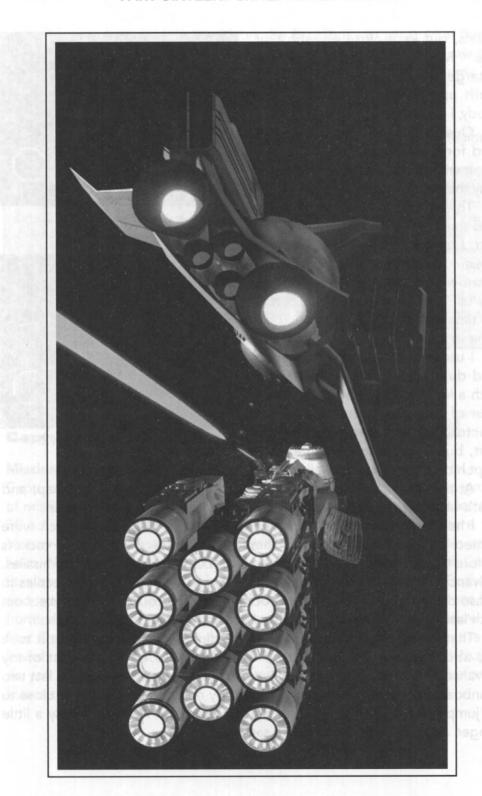
Gunboats

More Gunboats

shield at 0, hull at 31%.

I switched to single-fire heavy rockets and closed in on him, but then took a few hits and had to withdraw for a minute to build up my shields. There was no extreme emergency to the *Excalibur*, since *Z-Wieler 3* was targeting me now. I stayed at a distance so I could outmaneuver his laser



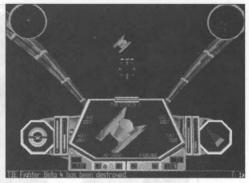


blasts, but kept close enough that the M/CRV didn't consider retargeting the *Excalibur*. Slowly I built up my shields. When I was ready, I reengaged.

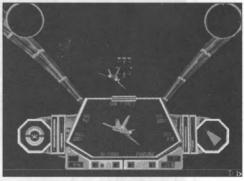
One rocket took out *Z-Wieler 3*, and for a moment I thought I had dealt with the threat. I was only partway there.

Three new TIE Advanced jumped into the area, 10km away and closing fast. I hit the R-key to target one of them, and that's when I realized there were four other T/As right on my tail. They just jumped me. I had no time to kick myself, however, only time to fight.

I used my tractor beam weapon and dual advanced missiles, along with a lot of jinking, and took out all four of them. With the help of the tractor beam, it went surprisingly fast, but it was also very intense. I



Going after T/A Z-Theta 2.



Ready to blast GUN Z-Tau 2.

kept hitting the R-key until all of Z-Theta group were gone.

At that point I decided to take a quick look at the in-flight map, and that's when I spotted GUN Z-Tau—five more Gunboats loyal to Zaarin.

I had to ignore T/A Z-Alpha and stop those Gunboats, which were armed with advanced rockets. They launched the first wave of rockets before I could ruin their attack run, so I got busy with my advanced missiles. Advanced missiles are much faster than rockets, and I used my projectiles to chase down three of the enemy's rockets. I took a couple more rockets out with lasers, and only two hit the *Excalibur*, knocking it down to 52% hull.

That's when I went into a massive dogfight with the Gunboats. It took me about 45 seconds to destroy GUNs, and I used up the last of my advanced missiles in the process. I even used heavy rockets on the last two Gunboats, leaving me with only two. But by now the *Excalibur* was close to its jump point. I just had to keep the remaining TIE Advanced busy a little longer, and the Emperor would be saved.

A short session of dogfighting later, the *Excalibur* was away. After that, it was mission complete; time for a rest. Before I headed back in, I saw two Star Destroyers, *Indiko* and *Darkk*, enter the area. They deployed some TIE Bombers, but it was obviously a bit too late. The threat was over.

Mission Goals

Secondary Goals: C-3 passenger liner Excalibur must complete its mission.

Mission Note: It is imperative that you take out all the Gunboats. They will enter the area once all of Z-Holi are destroyed, so one good tactic is to save Z-Holi 3 for last, since it is the farthest from the *Excalibur*. Also, when you're destroying corvettes from Z-Wieler and Z-Tallon, destroy two of each first. Destroying all three of either group will bring in the modified corvettes Z-Holi. So, the general rule here is to take out two of each three-ship group, then finish off Z-Wieler and Z-Tallon. Finally, finish Z-Holi. As soon as the Gunboats enter the area, which is one minute after you destroy the last Z-Holi, go after them and stop them. You must stop them before they launch their rockets, or shoot the rockets down en route, or you've pretty much lost the mission. There are no primary goals for this mission.

Mission 2

Capture the Turncoat

Mission Briefing

Capture the traitor Namuura Din. You will be the leader of a two-ship group of missile boats. Your craft will carry a payload of 40 advanced missiles and 30 advanced torpedoes, and your specific objective is to capture the *Victory*-class Star Destroyer *Zeplin*, with Commander Namuura Din at its helm. Namurra Din is believed to have information about the second Death Star, and the Emperor's trap. He was given the information by the Bothans, and now he's trying to transfer it on to the Rebels. You must prevent him from passing on this critical information. It is also important to capture the Star Destroyer because it is possible that the stolen missile boat is on board, though it may already have been transferred to a Calamari cruiser. As you enter the mission, you'll see a cruiser nearby. Try to ID it before it leaves the area.

Secret Orders

Inspect all freighters and locate the missing missile boat.

After-Action Report

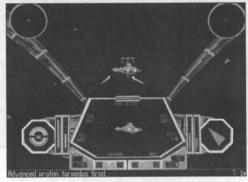
As I entered the mission, I saw that the Star Destroyer Zeplin directly ahead. I targeted the nearest enemy fighter, and TIE fighter Z-Beta 1 came up about 10km away. I ordered my wingman to attack him, then turned my beam weapon recharge off, setting laser recharge rate to full. Next, I brought up the Rebel cruiser in my display, engaged my missile boat's

SLAMs to boost speed, and flew over immediately to inspect. On the way, I put the VSD Zeplin into memory position F5, then retargeted the cruiser. My secondary mission goals was to inspect the cruiser.

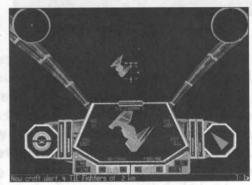
As soon as I got into range, my boosters ran out. I inspected the cruiser Link and discovered that it was carrying the missile boat, but there wasn't much I could do about it. The Link was on its way out.

I brought up VSD Zeplin next, and targeted one of its warhead launchers. I armed my advanced proton torpedoes in dual-fire mode, and flew in toward the conning towers where the warhead launchers were located. I tried to come in from slightly above the towers.

I knew that one advanced torpedo could take out the warhead launcher, but I shot two, since I was worried that the incoming laser fire



Firing on VSD Zeplin.



Taking on the enemy starfighters.

might intercept one of them. I got as close as I dared, fired the torpedoes point blank, then repeated on the other warhead launcher before turning and corkscrewing away.

Moments later, starfighters were all over me, hammering away with lasers and missiles. The missiles were the regular type, and I knew that

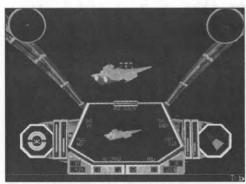
normally I could take a few hits from them without losing my shields, but I had already taken some hits from the Zeplin. I had to be careful. There were TIE fighters and TIE Interceptors after me, but as I fought I looked for an opening to send more torpedoes into the Zeplin. I had to soften it up some for the Gunboats that would arrive to disable the big ship.

I engaged the T/Is from Gamma group, accomplishing nothing on my first pass. I then turned up the recharge rate on my beam weapon and used it on Z-Gamma 1, turning him into a flameball with one advanced missile.

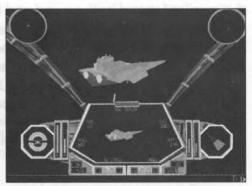
Somehow I managed to get off a few more torpedoes at the Zeplin, which helped bring the Star Destroyer's shields down. I didn't have much time to enjoy that result, however, until minutes later when I had cleared the area of enemy starfighters.

Mission Note: If you have trouble taking out the warhead launchers from in close, or you miss on your first pass, another tactic is to go out 3 km from the Zeplin, target the warhead launchers, and fire from there. Because you're out of range of the Zeplin's lasers, they won't be shooting at you, and your warheads have a better chance of getting through. You want to bring down the Zeplin's shields, maybe even damage the hull a little. Be careful not to destroy her, however. Once you've softened up the Star Destroyer with your torpedoes, the Gunboats will be able to switch to ION cannons and disable her, and that needs to happen as quickly as possible.

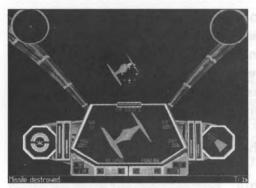
I was still within turbo laser range of the Zeplin at that point, which helped draw fire away from the Gunboats. The GUNs were doing their job. Then, as the Star Destroyer was about to be disabled, more enemy starfighters joined the fray. There were three TIE Advanced from Z-Delta, and four TIE fighters from Z-Eta. I quickly put my beam weapon on normal recharge, and armed my advanced missiles in dual-fire mode. I shot down



Attacking the VSD Zeplin.



Shields down, hull damaged!



Destroying TIE fighter Eta 2.

T/A Z-Delta 3 while he was still in his launch pattern from the Zeplin, and also destroyed T/F Z-Eta 1.

TIE Advanced Z-Delta 2 wasn't happy that I took out one of his wingman buddies. He was trying real hard for revenge, but I swung around and fired dual advanced missiles at him. I hit my overdrive boosters a little before firing to tack an extra 10 kph onto the missiles'

speed; took him out real quick. Then I obliterated *Z-Eta 3* with one advanced missile. The area was beginning to clear up.

TIE fighter Z-Eta 1 brought me back to reality quickly. First, he hit me with a missile. I returned his fire with a missile of my own, and he evaded it. I fired another missile, and he evaded that one. I fired a third. There were three missiles in the air chasing him, and he evaded them all. I had to switch to lasers to take him out. He was a good pilot; a top ace.

Next, I engaged T/F Z-Eta 4, and at about the same time that the Gunboats finished disabling the Zeplin. I finished off T/A Z-Delta, but another group of TIE Advanced launched, this time four ships from Z-Theta. These guys were good, and I think they were loaded with advanced missiles, judging by the quick damage they did to my forward shields. I slammed into a tight turn and evened out my shields, almost simultaneously targeting Z-Theta 2. Four Gunboats from Z-Mu group had also appeared, but I stayed with my current T/A target. I fired two missiles at him, but both missed. I had to focus my tractor beam on him, making him fly straight until the missiles looped back around and blasted him.

GUN Z-Mu 2 was next. Two advanced missiles knocked out his shields, and a third finished the job, but now I was getting down to a dozen or so missiles. And there were still a lot of enemies flying around.

The Garrett arrived about this time and launched assault transport Omega 1. Immediately, I put Omega 1 into memory at F6, but I was too busy to worry about it at the moment. I intended to keep checking on it, bringing it up in the CMD to see if anyone was attacking it. But then I got the message that a mission critical craft was under attack. So much for checking the CMD.

Sure enough, T/A Z-Theta 3 was going after Omega 1, so I got my

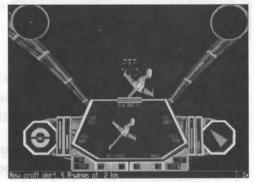
tractor beam on him quickly and blasted him with a pair of missiles. Moments later, I caught T/A *Z-Theta 1* trying to attack the assault transport, and gave him the same treatment.

Finally, Omega 1 docked with the Zeplin. He was in sorry shape—shields at 2% and hull down to 27%, but he had made it. I continued to attack the starfighters still in the vicinity, quickly destroying Z-Alpha 1 and Z-Alpha 2. Then, suddenly, there were no more. I looked around for someone

to shoot, but there wasn't a threat in

sight.

Time to reload. Sigma 3 was offering to reload my weapon pods, and I called it in. I put all my recharge rates to full and flew in close to Sigma 3, turning to face toward ATR Omega 1 while I received the payload. I couldn't see the ATR—it was hidden by the Star Destroyer—but I faced toward it anyway, just to make sure no threat arrived unseen.



Fending off the B-wings.

It was now about 11:30 into the mission. At 12:15 in, the Zeplin was captured. Simultaneously, new Rebel craft appeared. I hit the SLAMs and went after the new threats—two A-wings and five B-wings from Red group.

With my weapon pods full again, I wasn't so worried about conserving missiles. The A-wings were headed straight for ATR *Omega 1*, and I decided to offer a deterrent. I hit A-W *Red 1* with two advanced missiles, and followed with two for A-W *Red 2*.

Meanwhile, the B-wings were firing space bombs at the *Garrett*. The *Garrett* could survive a few space bomb hits, but it wasn't a good idea to let them plaster our mother ship. I started launching missiles at the B-wings. Before long, I got the "Mission Complete" message. *Omega 1* had made it to safety aboard the *Garrett*. I mopped up the B-wings and we all went home.

Mission Goals

Primary Goals: ISD Garrett must survive until other goals completed.

ATR Omega 1 must complete mission.

VSD Zeplin must be captured.

Secondary Goals: Calamari cruiser Link must be inspected.

Bonus Goals: TRN Sigma 1 must complete mission (capture Zeplin).

TRN Sigma 2 must complete mission (capture Zeplin).

E/S Lambda 1 must complete mission (capture Zeplin).

All of T/A group Z-Theta must be destroyed.

All of A-W group Red must be destroyed.

All of A-W group Blue must be destroyed.

All of B-W group Red must be destroyed.

TRN Z-Epsilon 1 must be inspected.

Mission 3

Track Down Rebels

Mission Briefing

Your mission is to go after the Calamari cruiser *Link* and bring its shields down so it can be captured. You'll be the flight leader in a two-ship group of missile boats, and your craft will be armed with 40 advanced missiles and 30 advanced torpedoes. Lord Vader has determined, thanks to your excellent efforts during the last mission, that this cruiser has the stolen missile boat aboard. Once you have brought the Link's shields to zero, a group of Gunboats will attack and attempt to disable the cruiser.

Once the cruiser is disabled, assault transport *Omega 1* will board and capture it. There will be three TIE Advanced from Alpha group providing cover for the operation.

Secret Orders

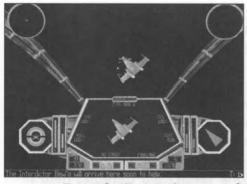
Keep your eyes open. The Emperor wants to know what the Link is up to.

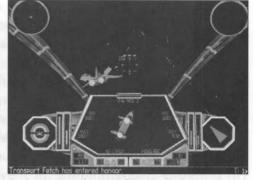
After-Action Report

I launched from the *Garrett*, and, before I could assess the situation, I found a pack of three Z-95 Headhunters bearing down on me. I checked the map, and I could see one thing immediately; the enemy starfighters were much closer then I had anticipated.

The three Z-95s Red were now about a kilometer away and coming up from behind! Then there were three A-wings Red about 5km away, and three more Red group X-wings rounded out the party; those last were about 6.5km distant.

My target, the cruiser Link, was 4.7km away. Perfect range for my





Going after Z-95 Red 2.

Chasing the A-wings.

torpedoes. I also noted a missile boat called *Sealion* heading out. Checking with the Z-key, I saw that he was already going into hyperspace. There was no way to stop him, but the mission had to continue. The job at hand was to capture the *Link*.

The Link had pulled up next to a container with the designation Rubol. A transport called Fetch appeared to be heading away from the container, back to the Link.

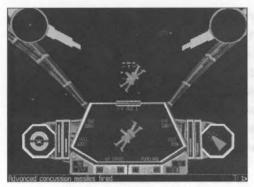
Closing the map, I hit my R-key to target the nearest threat and ordered my wingman to attack. Then I hit the T-key and targeted Z-95 Red 2. I increased my laser recharge rate and transferred all available laser energy to my shields. Then I switched to single advanced missiles and tried to get a tractor beam lock on the Headhunter.

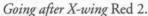
I was keeping pretty busy with starfighters, but when I had a chance I targeted the *Rubol* and told my wingman to ignore it. I didn't want it destroyed.

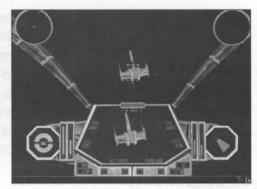
At 0:30 into the mission I got a message from the *Garrett*. "Garrett to Tau 1, we're going after the missile boat. We'll return for you after you capture the Rebel cruiser." The *Garrett* took off in pursuit of the missile boat, but left behind Interdictor Bew to keep the Link from jumping into hyperspace, too.

From a strategic standpoint, I guess this was all very interesting, but I had my hands full and my current situation didn't change much with the absence of the *Garrett*.

I targeted the next Z-95, *Red 3*, and went after it. He was right next to me, so I just turned, got a lock and fired. I watched his hull fly to pieces around me. Next was A-wing *Red 2*. He was 2.27km away, and I headed toward him, telling my wingman to join me and attack him.







Still after X-W Red 2.

I switched to dual advanced missiles and began to acquire a lock, taking advantage of the fact that he was already dogfighting my remaining TIE Advanced escorts. T/A Alpha 2 had been destroyed, but Alpha 1 and 3 were tearing him up. They finished him off before I could get within range.

My next target would be X-wing Red 3. The X-wings were carrying the mag pulse weapon, so I'd have to treat them with care. Remember the mag pulse, when it hits you, depletes your laser batteries entirely.

My target's shield was down to 36%, so I decided to use a single advanced missile on him. Had he been at full shields, I would have used dual advanced missiles. I didn't even need to use the beam weapon, but I did anyway. I wanted to make sure that every missile hit. My beam weapon was now at about half of its battery capacity; I usually waited until it ran out before turning its recharge rate up a notch.

I hit the R-key again, this time bringing X-wing *Red 1* up on the CMD. He was 2 km away, perfect for a missile shot. I switched to dual advanced missiles. Amazingly, only 1:10 of the mission had elapsed. It seemed like much more.

I get my lock on *Red 1*, put the beam weapon on him and fired dual missiles, then repeated the process with *Red 2*, who had been tied up dogfighting the TIE Advanced. The T/A was chewing him up, and my missiles finished him off.

This time, the nearest threat was A-wing *Red 3*. His shields were reading 86%, so I figured one missile would take care of him. I took him out like the others, but my tractor beam ran out of power as I was doing so. I increased the recharge rate a notch.

As soon as A-wing Red 3 fireballed, I hit the R-key, but found no more enemy fighters to attack. It was time to go after the Link. My first target

would be the cruiser's missile launchers, one on each wing. To target both of them effectively, I wanted to get above or below the craft. Since I was a little above the cruiser's mid-line already, I began to maneuver up toward the top of the enemy starship.

I positioned myself at an angle that allowed an unobstructed view of both launchers, then fired dual advanced torpedoes at the first launcher. One advanced missile will take out a warhead launcher, but the second one was insurance, in case the cruiser's defense system was able to intercept the first. After firing on the first warhead launcher, I fired a salvo at the second.

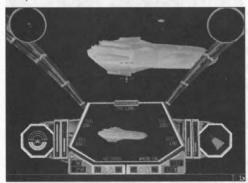
I then targeted the cruiser and went in, simultaneously ordering my wingman to attack it, as well. The TIE Advanced were already engaging it.

The cruiser launched some R-41 Starchasers in response—four of them from Blue group. The R-41s started launching advanced missiles as soon as they came out of their launch pattern, and since my first set of torpedoes had missed the *Link's* warhead launchers and hit the hull instead, things were getting a little hairy.

I maneuvered to get another clear shot at the warhead launcher, then fired two more advanced torpedoes. They were both hit by lasers. I wasn't faring very well here.

I decided to go in for a real close shot and fired two more advanced torpedoes at the warhead launcher from point blank range. I finally took it out, but I also ate two more incoming missiles, probably launched from the R-41s.

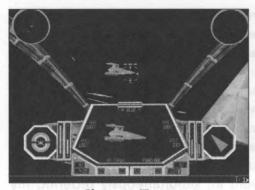
I hit the R-key again, which brought up *Blue 1*. Evening out my shields, I dealt him a few advanced missiles, using my beam to help keep him in position. I then began some tight evasive maneuvers until I got my bearings. The lone remaining Starchaser was still after me, and after I disposed of *Blue 2* I took a breath. It was time to launch the rest of my torpedoes into the cruiser.

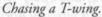


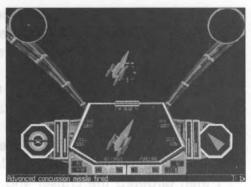
Firing on the Link's warhead launcher.



Destroying the right warhead launcher.







Taking aim on T-W Blue 4.

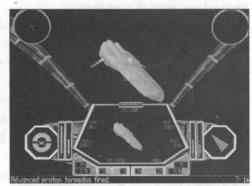
I decided to fly 3km away and get a little distance. The cruiser no longer had a missile defense, so the lasers firing at me were the main threat to my warheads. Past 3km, the *Link's* gunners wouldn't be targeting me, and hopefully that would allow my projectiles to slip through.

About this time, a group of five T-wings were launched, but I continued out to the 3km radius, only to be jumped by some A-wings from Blue group.

A-wings Blue hit me with several missiles, and I lost all my shields and sustained some damage to other instruments. I could see that I was going back into dogfight mode for a while: I'd have to take out the cruiser when the area was a little safer.

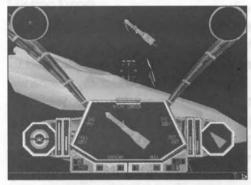
I fought the A-wings with standard tactics, though I did feel the need for major evasive maneuvers. My enemies were well trained, and I didn't even have time to think: just a steady yellow lock and fire. I missed every once in a while, but I just didn't have the time to wait for a full red lock. Only when I had whittled them down to just one or two craft could I relax a little and take my time.

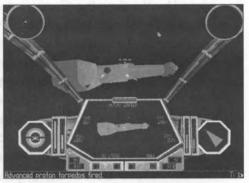
All of the sudden, there was nobody left. I hit the R-key and the CMD revealed no starfighters in the area. I was 2 km away from the Link, so I flew out beyond 3 km, switched to dual advanced torpedoes and launched 26 of them into the Link, bringing down its shields. Next, I flew in toward the Rubol and inspected it, completing a secondary goal.



Firing torpedoes at the Link.

The Link opened up on me as I came within range, so I wove my way in using a variant on the Wotan Weave known as the Maxwell Maneuver. (Basically, the Maxwell Maneuver involves some astrophysical calculations to determine the incoming laser density, and also makes some on-the-spot adjustments, resulting in the perfect amount of flight-path spin needed to avoid damage. Those who have seen it in battle never forget it. . .)





M/CRV Crater. Firing torpedoes at the Crater.

About the time the Link's shields went down, the Rebel modified corvette Crater entered the area and positioned itself directly above the cruiser. With the corvette so close, it would be nearly impossible to carry out a board and capture operation, so I fired my last 4 torpedoes at the modified corvette (again, from a distance of more than 3km from both ships).

The Crater, meanwhile, was busy. It fired a missile of its own, intercepting one of my advanced torpedoes. Still, three of my torpedoes hit home, knocking the M/CRV's shields down to 24%. That left me with a choice: Go in from behind the corvette, and try to bring it down with my lasers, or go for a reload. Being that I was completely out of warheads, I decided to call for a reload. Finishing off the corvette with a new supply of warheads would be simple.

Three Assault Gunboats from Mu group had entered and were attempting to disable the Link using their ION cannons. They succeeded about the time I got started reloading. The mission clock read 8:30. I also received a message that ATR Omega 1 was waiting for me to destroy the Crater. Sure, sure. I'll be right there.

Then I got some bad news. Three B-wings had entered the area about 9 km away. The mission clock

Mission Note:

Remember, you can cheat a little here and take off as soon as the reloading process has begun. You don't have to sit there through the whole operation; you'll still get the reload.

read 8:50, and I was just getting my reload. I targeted B-W Gold 3, ready to go after him as soon as I had been restocked.

The B-wings were going after the Gunboats, and the Gunboats were going after the B-wings. That was good. The Gunboats would at least slow down the B-wings, giving me some time to get over to defend *Omega 1*, which was, at this point, the mission critical craft. It would be nice to have the capture completed by the time the *Garrett* returned.

Before I could get back to destroy the modified corvette, the Gunboats had finished him off. That's when *Omega 1* entered the area. I was about to go after the B-wings, since they were the only remaining enemy threat, but I decided to hang close to *Omega 1*, placing into memory at F6. I used my overdrive boosters to get into position to protect *Omega 1* as quickly as possible. At 10:30 into the mission, I got the message that *Omega 1* had docked with the Calamari cruiser. With the boarding operation underway, it was just a matter of time before our stormtroopers took control of the ship.

"Mission critical craft under attack." The message came through loud and clear, but I had missed the threat. The B-wings weren't in range. I checked my CMD and discovered the Muurian transport *Confal*; it had jumped into the area

and was strafing *Omega 1*. I locked onto him with advanced torpedoes and just started firing away. *Omega 1* took a few hits, but it survived. The *Confal* didn't, and the capture operation was completed.

As soon as I saw *Omega 1* headed back to the newly-arrived *Garrett*, I went after the B-wings, blasting each one with three advanced missiles. I took

Mission Note: The *Confal* appears in the mission one minute, twenty seconds after *Omega 1* has entered.

care of the B-wings quickly, which was a good thing, because two A-wings from Gold Squadron entered the area, and they were after *Omega 1*.

Well, I'd had a lot of practice taking out A-wings, and I put my well-honed skills to good use, blasting them each with a pair of missiles as soon as I had a lock. As I was destroying them, which took about 30 seconds, I got the message that my primary mission goals were complete. *Omega 1* was safe aboard the *Garrett*. It was about time for me to join him, and I headed for the hangar.

Mission Summary

When flying this mission, the first thing to do is target container *Rubol* and tell your wingman to ignore it. Next, attack and destroy all enemy starfighters until

there are none left to destroy. Try to conduct the dogfights out of the Link's laser range, so you don't have the cruiser firing on you, too. Once all the enemy starfighters are gone, then (and only then) go after the cruiser. Start beyond 3 km, and launch first at its warhead launchers, then go after the hull. There is no time limit here; no set time by which you have to capture the Link.

Mission Goals

Primary Goals: ISD Garrett, must survive until other goals completed.

Assault transport Omega 1 must complete mission.

Calamari cruiser Link must be captured.

Secondary Goals: Container Rubol must be inspected.

Bonus Goals: Muurian transport Confal must be destroyed.

Transport Fetch must be destroyed.



Mission 4

Missile Boat Trouble

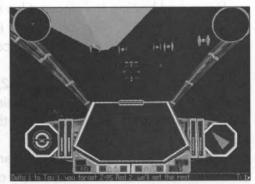
Mission Briefing

Imperial intelligence has learned that the missing missile boat has been transfered to a container in a Rebel staging area. Your mission is to inspect the containers, identifying the one containing the missile boat, then destroy that container. Make sure the Rebels do not gain access to the missile boat. This will be a solo mission, and you will be flying a missile boat armed with 80 advanced

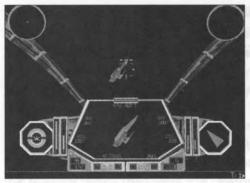
missiles. Five TIE fighters from group Delta will escort you.

Secret Orders

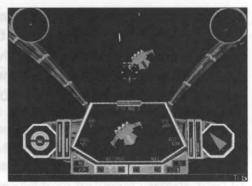
Do not destroy the container. Make sure it is disabled and ready for boarding. We will send a cargo ferry to secure the missile boat. Then, and only then, you must destroy the container to leave no trace.



Starting the mission.







Red 3's in trouble.

After-Action Report

As the mission began, I checked the in-flight map. A platform called Enin'sd was 14.5 km away. There were six containers, *Niicee 1* through 6, between 15 and 17 km away.

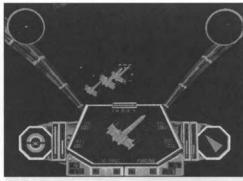
Four X-wings from Red group were bearing down from about 17 km away. Closer still, at 13.5 km, were four Z-95s, also from Red group. Closing the map, I get a message from the TIE fighter escort that I should target Z-95 Red 2; they'd take the others. I followed their suggestion, cutting power to 2/3 and raising my laser recharge rate to full so the TIE fighters would engage first. Switching to single-fire missiles, I headed directly toward the enemy group.

After 20 seconds elapsed, four R-41 Starchasers from Red group launched from the platform. When I was 3 km from Z-95 Red 2, I went to full throttle, then, when I had a lock, I launched a missile and cut hard to the right, so that his lasers wouldn't burn my warhead.

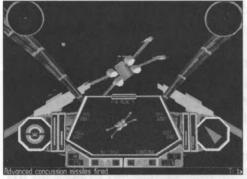
After an incoming missile warning, I turned back toward the Z-95, firing my lasers and hoping to intercept his missiles. I was fortunate, and I toasted his projectiles before they got to me. I kept firing straight into the pack of Z-95s headed towards me. I took a couple of hits myself, but I did more damage than I took.

The R key brought up R-41 Red 2, but before I could get a missile lock on him one of the TIE fighters took him out. I targeted another, R-41 Red 4, and went after him. I finished off both Red 4 and Red 3, then checked for the nearest threat once more.

The X-wings were nearby now, and I was able to fall in behind them. Switching to dual-fire missiles, I took out X-W Red 4. These X-wings weren't concerned with me: They were after the Garrett! I used eight missiles to



X-wings Blue.



An unpleasant surprise for X-W Blue 4.

take out the four X-wings, blasting them all while they held to a tight attack-run pattern.

About this time I noticed a Rebel Strike cruiser, the *Piimi*, headed towards the *Garrett*, as well. I realized that I would have to keep my eye on the Strike cruiser. If he got too close and made a strafing run on the *Garrett*, then I'd want to do something about it. For the moment, I wanted to clear the area of enemy starfighters, and work my way towards the containers. Inspecting the containers was still my primary mission goal, but I couldn't allow too many of these starfighters to slip through and attack the *Garrett*.

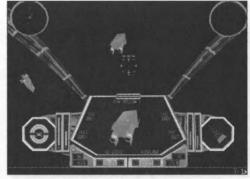
The mission clock read 2:45, and we had cleared out all of Red Squadron. Now, it was Blue Squadron's turn. They had launched

some Headhunters, and I engaged them with lasers. I wanted to take a direct approach, and deal with them quickly, so lasers seemed like the best option.

After dispatching the two of the R-41s, the R key brought up X-wing Blue 2. I switched to dual advanced missiles and went after him.

Somebody stuck a missile into me; I don't know who—R-41 Blue 3, I think. The rest of the ships were headed for the Garrett. I took out the remaining R-41s from Blue Squadron, then brought up some Bwings in the CMD. They were headed in my direction, but their target was the Garrett.

Switching to dual-fire missiles, I locked onto the nearest B-wing. It



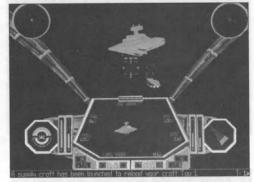
A-W Yellow 1

takes three missiles to destroy a B-wing, but these guys were intent on their target, and I didn't figure to have much trouble. I turned up my beam

weapon recharge rate a notch to match speed better with the B-wings.

That's when I got jumped by two A-wings from Yellow group, plastering me with missiles. I had to use the T key to find them, because I kept bringing up the B-wing next to me. Finally I found the nearest A-wing and gave chase.

My shields were almost completely gone, and I realized that I couldn't take much more. One or two

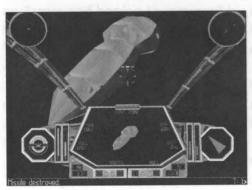


Vader's flagship under attack.

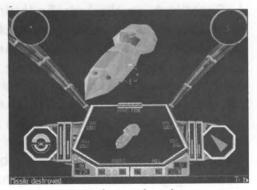
more missiles would have finished me off. Using my tractor beam in combination with dual-fire advanced missiles, I went after Yellow 1. He flamed out when the missiles hit him. Switching to Yellow 2, I noticed that he had already taken some hits, so I switched to single-fire mode and finished the job.

The next craft I targeted was B-wing Blue 2 He was over the Garrett already; 2 km away. The Strike cruiser Piimi was still headed straight for the Garrett, too, so I decided to head back in that direction and maybe take a couple of gun turrets off the Piimi—try to help out the Garrett. The containers didn't look as if they were going anywhere soon.

I used a single advanced missile on Blue 2 and took him out from a distance. B-wings Blue 5 and Blue 6 were destroyed shortly after that by the



The Rebel Strike cruiser.



Robots on board.

Garrett and its fighter escorts, only to be replaced by six more B-wings and two more A-wings. I was a little bit above the *Piimi*, so I was in a good position to open fire on a couple of its top gun turrets; the ones currently in position to attack the *Garrett*, as luck would have it.

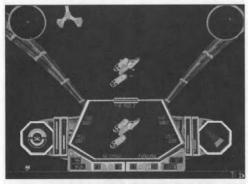
I flew in close to the *Piimi*, using a few advanced missiles against the top laser turrets. I fired a few laser blasts as I did my fly-by, drawing as much of the Strike cruiser's attention as possible. I wanted it to shoot at me and not at the *Garrett*. The *Piimi's* shields down to 72%.

When I inspected the *Piimi*, I noticed that it was carrying robots, and it occurred to me that it might be on auto pilot, set to ram the *Garrett*. To make matters more complex, a modified corvette had entered the area and I realized I would have to see what it was up to. At the moment, my hands were full, so I saved the corvette in memory at F5 and concentrated on what was in front of me.

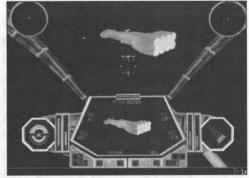
As soon as I completed one pass on the *Piimi*, I hit the R key and brought up A-wing *Gray 1*. He was only 2.5 km away and closing in quick. I headed straight towards him, switched to dual advanced missiles and got a yellow lock. I counted to three and fired. I didn't have much time. After firing my missiles, I veered to the right.

With the destruction of A-W Gray 1, I called up the corvette from memory. He seemed to be headed straight for one of the containers. Targeting the corvette Keeper, I checked his operations by pressing the Z key. He was headed directly for CN/B Niicee 4. The wheels turning in my head, I figured that that must be the critical container—the one with the missile boat. There was no time to lose, but I had plenty to worry about.

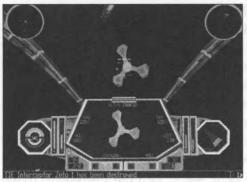
The Garrett's shields were down to 56%. I couldn't afford to leave it undefended. I hit the R key and targeted B-wing Gold 3, which was attacking



Clearing out the Y-wings.



M/CRV Keeper.



Checking out the platform.

the *Garrett*, and took him out. B-Ws *Gold 5* and *Gold 6* followed. They had already been weakened somewhat, so a single missile took out each of them.

At that point I spotted four Y-wings headed on a straight path toward the *Garrett*: I took out three of them with missiles, and the TIE fighters took out the fourth.

The area around the Garrett was finally clear of enemy starfighters, at

least for now, and I headed towards the modified corvette. I targeted it with my missiles and started firing at about 5 km, as soon as I had a red lock. By the time I had closed to 3 km, I had fired ten advanced missiles: enough to destroy the corvette. I targeted container *Niicee 4* next, figuring that I would inspect it.

There were no starfighters in the area. The mission clock read 10:45, and I was still 4.5 km from *Niicee 4*. The Strike cruiser *Piimi* had changed its path and hyperspaced out of the area. There was no obvious threat to the *Garrett*, unless it came from the platform itself.

As soon as I had inspected the container Niicee 4, finding the missile boat as expected, two A-wings from Red group and two A-wings from Blue group

entered the area about 5 km away. I hit the R key and targeted A-wing Red first. I kept hitting the R key while they were finishing their hyperspace jumps, so that I could be sure and cue up the one closest to me. When they reached their final formation, the winner was A-wing Blue 2. I hit the Z key and found out he was going after TIE Advanced Eta. Let him. A-wing Blue 1, headed straight towards me!

I tried to get a lock on *Blue 1* and fire my missiles as quickly as possible, but he had fired missiles, too, and our projectiles collided. I fired another set; these reached home, and he was quickly destroyed. I hit the R key again

Mission Note: If you inspect the container with the missile boat in it first thing, you will have to deal with four Awings at once, two from flight group Red and two from flight group Blue. Flight group Red comes out upon inspection of any container. Flight group Blue comes out upon inspection of the special container. So. . . ID any other container first to bring out that first set of A-wings, deal with them, then inspect the correct container and deal with the other set of A-wings from Blue group. A-W group Gold appears after you've taken care of A-W Blue. Take care of them, too. Otherwise you're going to have to deal with four A-wings at once, as Stele did.

and brought up A-wing *Red 1*. He was after me, but I turned the tables in a hurry. I was down to 16 missiles, and I found myself wishing I had gone for a reload before inspecting the container.

I went to activate my beam weapon on A-W Red 1 and found it had been damaged. Repairs would take another 20 seconds. It was too hard to get a lock on an A-wing that was jinking and dodging, but I flew around, chasing him, until the beam weapon was functional.

By that time, two A-wings from group Gold had also entered, replacing the defunct A-W Blue. I went after A-W Gold 1, since he was the closest, then I took out A-W Gold 2 and A-W Red 2. By this time, A-W Red 1 had been taken care of by the TIE Advanced.

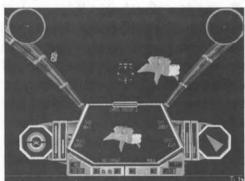
New craft alert! Four T-wings had entered the area about 5 km away. Although T-wings are small and mobile, it doesn't take much to dispose of them—just one advanced missile. The CMD brought up T-wing Red 1, headed straight towards me from 2.5km away. A quick lock-and-shoot took out T-Ws

Red 1 and Red 3, and my T/A escorts took out the others.

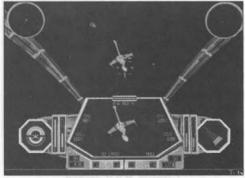
The sky was now clear of Rebel craft. I targeted cargo ferry *Omega 1* and put it in memory position F5. (Now that the corvette had been destroyed, that memory slot was empty again.) *Omega 1* was heading out to recapture the missile boat.

My beam weapon was fully charged, and so were my lasers and shields. I was ready for a resupply, but when I checked the message log, I found that the resupply craft had been destroyed.

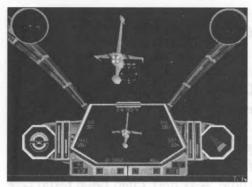
I stayed close to Omega 1, making sure no one popped up and attacked him. The Garrett was down to 50% shields, but it was no longer under attack. At 18:15 into the mission, cargo ferry Omega 1 docked with the container and took the missile boat on board. The boarding operation took



CARG Omega 1 on a mission.



Going after the B-wings.



About to finish off B-W Red 4.

only fifteen seconds. When Omega 1 separated from the container, I blasted it with my lasers, saving my remaining missiles for any unexpected emergencies.

That's when a modified Nebulon B Frigate, the Equator, entered the area, immediately launching six B-wings and two A-wings from Silver group. The Awings were headed straight towards me; the B-wings were headed straight

for the Garrett

I decided to head for the B-wings, and tackle the A-wings as they engaged me. The first A-W to arrive was Silver 1, and I fired dual advanced missiles at him, but both were intercepted by his lasers. I fell in behind and locked on with the tractor beam, firing two more missiles at him that found their mark. I continued to dogfight with the help of the TIE Advanced, finally turning my attention to the B-wings.

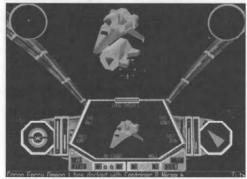
While I had been engaged with the A-wings, a Corellian transport had entered the area. The transport docked with platform XQ4 Enin'sd; I figured he was probably evacuating VIPs and equipment from the platform. I didn't have time to worry about him, though. I had the B-wings to take care of.

My wingmen took out B-W Silver 3 while I went after another one. That's when two A-wings from Yellow group and six X-wings from Silver group all launched from the modified Frigate Equator. The A-wings would have to be first.

Since I was down to my last five missiles, I needed to use them very sparingly. I switched to single-fire and waited until the first A-wing passed me, dodging his incoming laser shots and then falling in behind him. A single advanced missile and about three laser blasts finished him off. This

was my best tactic against the A-wings when I was short of missiles.

At 22 minutes into the mission, I got my secondary mission objective completion. No one went after Omega 1, but most of the remaning



Omega 1 has docked.

craft were targeting the *Garrett*, throwing everything at the Star Destroyer. I went after X-wing *Silver 6*, but before I could get him, the *Garrett* did.

Busily I mopped up starfighters. The next three craft I went after were X-wings Silver 4, 1, and 2, but they all were destroyed before I got a chance to fire at them. The TIE Advanced from Eta group were doing an excellent job.

Some Z-95 Headhunters from Silver group were now in target range, and I took out Z-95 Silver 3 and Silver 4 myself. I was thinking that my primary and secondary mission objectives were completed, and I could have gone back to the Garrett now. But I decided to stay out and do what I could to eliminate the Rebel threat.

I took out all the Z-95s using my lasers. I was down to two advanced missiles, but all that was left were the *Garrett*, the platform, the five containers, the modified Frigate, and a few TIE Advanced. The Frigate was the only real threat that remained, and I figured it had just about launched everything it had at the *Garrett*. Now it was within firing range, and trading shots with our Star Destroyer. I decided to fly in close and draw off some of the Frigate's fire.

Finally, the modified Frigate gave up. It broke off its attack and appeared to be running toward a jump point. It was 24 minutes on the mission clock and the Rebels were on the run again.

Soon, the Frigate jumped and I decided that I'd seen enough. I was about to head back to the *Garrett* when I saw that she had launched six TIE Bombers from Gamma group. They went after the platform, and I stayed out there watching until they had destroyed it. Platforms always make great fireballs. With the destruction of the platform, I headed home to the *Garrett*.

Mission Summary

The only thing you need to do is stop as many starfighters as possible; prevent them from destroying the *Garrett*. Watch for the modified corvette *Keeper* to come out. As soon as it does, target it and find out which container it's heading toward, then destroy the *Keeper*. Once that is taken care of, go back to dogfighting.

Once you've cleared the area of enemy starfighters, go get a reload. If you can't, then go inspect the containers, as outlined in the previous mission note. Once the special container has been inspected, if you are going for your secondaries, leave it alone for a while and go back to dogfighting. A-wings will generally go after you. The X-wings, Y-wings, and B-wings will go after the Garrett. The main groups to watch out for come from the modified Frigate Equator. Look out for Silver group. They are all carrying heavy bombs, and are

headed towards your Star Destroyer. Those guys alone can do a lot of damage.

Don't worry about the platform. Six TIE Bombers from Gamma group launch as soon as the modified Frigate *Equator* has completed its mission or has been destroyed. Those TIE Bombers are armed with advanced torpedoes to take out the platform. This takes several minutes, but then you get the bonus of the destruction of the platform, which is 1300 points. It's worth waiting those extra few minutes, though there's nothing much to do yourself.

Mission Goals

Primary Goals: Container B Niicee 4 must be inspected.

ISD Garrett must survive.

Container B Niicee 4 must be destroyed.

Secondary Goals: Cargo ferry Omega 1 must finish docking.

Bonus Goals: PLT XQ4 Enin'sd must be destroyed.

Nebulon B-2 Frigate *Equator* must be destroyed. Corellian transport *Opos* must be destroyed.

Mission 5

Return to Vorknikx

Mission Briefing

The Vorknkx Project is once again under attack at its new location. Zaarin has several Muurian transports as well as some TIE defenders in the area. The secret base's fighter defenses are decimated, and it's up to you to buy the necessary time for Grand Admiral Thrawn's forces to move in. For this mission, you will be flying as wingman in a five-ship squadron of TIE Advanced. Your craft will be equipped with 16 advanced missiles and a jamming beam. You must not fail. Zaarin must not obtain any piece of the cloaking technology.

Secret Orders

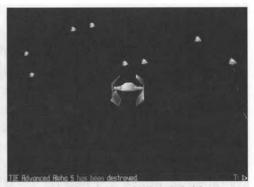
Be prepared for anything. Be ready to receive new orders at any time.

After-Action Report

As we jumped into the area, I opened the map to survey the situation. I noticed that only a lone TIE interceptor was still protecting the base, with three of Zaarin's TIE defenders a little more than 2.5 km from that ship, and more than 6 km from our arrival position. The Muurian transports ranged in distance from 8-9 km away.



Targeting T/D Z-Delta 1.



Looking over the battlefield.

Mission Note: This mission is

intended to be. The Muurian

much harder than it was originally

transports were intended to divide

Even though my mission goals did not specifically call for the destruction of the TIE defenders. I knew it would be very difficult to deal with the transports unless we took care of the T/Ds first. I targeted the lead transport and looked to see which platform was nearest his present position. It looked like Able 3 was closest, so I saved Able 3 at memory position F5. Baker 3 went at F6, and then Able 4 at F7.

I targeted the nearest enemy fighter, Z-Delta 1, and closed the map. I ordered my wingmen to attack, then targeted Z-

Delta 2. As I closed on him, I bumped up cannon and beam recharge rates to

their attacks, but instead they concentrate on one platform at a time. So, the best approach is to call for reinforcements as soon as possible. The reinforcements will only come in, however, if you've already lost half of your starting flight group. Once you've noticed that three wingmen have been lost, quickly call in the reinforcements.

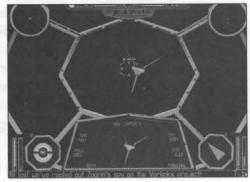


Targeting SHU Lambda 3

maximum, transferred cannon energy to shields, and switched to dual-fire missiles.

As I turned to engage the target, four more Muurian transports entered the area. I fired my missiles and engaged the jamming beam, then switched to the next target, Z-Delta 3. As I fired on Z-Delta 3, I got the message that my flight leader had been shot down, putting me in charge. On the bright side, my wingmen had destroyed *Z-Delta 1*.

I redirected cannon and beam energy to the engines as I hurried toward warhead launcher Able 4. At about the same time, I heard a message that an unauthorized shuttle had launched. I found which craft was attacking Able 4 and ordered my wingmen to attack it. I had received orders to engage SHU Lambda 3.



Firing on SHU Z-Lambda 3.

Changing directions, I intercepted the shuttle and passed close by to inspect. I then received a message from the Secret Society to destroy the shuttle craft, but since I was in position to fire on one of the Muurian transports (*Z-200* 1), I let three pairs of missiles go in that direction first. With the transport's hull down to 70%, I was able to finish it off with lasers. Then I retargeted the shuttle and began firing. Before long, the SHU *Lambda 3* was dead.

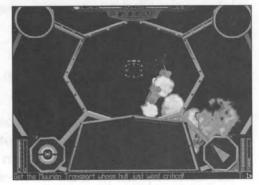
I hit F6 to bring up Able 4, then the A key to find out who was attacking it, and finally I ordered my wingmen to attack the aggressor transport. I then targeted ATR Z-200 2, and fired my remaining missiles. Switching to lasers, I finished off the transport.

A reload craft arrived at that time, and I hit the U key to target it quickly, calling for a reload. I redirected all energy to my engines and closed the gap between us, getting into position while I maximized my recharge rates. I also hit F6 and A, then ordered my wingmen to attack again.

Scanning my immediate vicinity for any transports, I started firing missiles at those nearby as soon as the reload commenced. I fired four pairs of missiles at

each transport, which was enough to destroy them, while I stayed in contact with the reload craft, which kept feeding me missiles as I fired them. Eventually, they told me that the operation was complete, and I returned to my ATR hunting, firing on them as quickly as I could.

I called for a second reload as soon as I had fired my last warhead. I kept ordering my wingmen to attack



Finishing off a Muurian transport.

Mission Note: While you are being loaded with missiles, you can fire and they will continue to be replenished. So, in this mission, to gain some advantage, you can get the reload started, then fire on any transports you can target. Pause occasionally to let some of the missiles impact, since too many missiles in flight can cause some problems.

There are sixteen Muurian transports in the mission altogether. A four-ship group of reinforcements is supposed to come in when you've destroyed one of the two initial four-ship groups. Another four-ship group is supposed to arrive when eight total transports have been destroyed. However, the mission doesn't quite work that way. The way it plays out, once you kill off the first four ships, both reserve groups show up at once, making a grand total of twelve ATRs, all fixating on one target. This is much more difficult than the mission was intended.

important targets, and all my wingmen were still flying, though they weren't being terribly effective. While I was receiving my second reload, I launched missiles once again, as quickly as I could.

Once the utility crew announced that they'd completed their reload operation, I went back after the remaining ATRs. I destroyed a few with lasers, those that had already sustained quite a bit of damaged, but the healthy ones I took out with missiles. As I was destroying one of the transports, I received the message that my primary goals were completed. The mission clock read 8:20. There were still a few transports out there, however, so I continued to attack with my wingmen. I was out of missiles by this time, so I put my cannons to good use.

We kept after them until none of the transports remained. We had to watch carefully, because some of them tried to escape to hyperspace, but I kept checking for those that seemed to be running.

The final transport was Z-400 2. Once we had destroyed him, the threat was over. Time to debrief and get some rest.

Mission Summary

At the very beginning, you need to take out the TIE defenders. If you don't take them out within the first minute, you may not be able to stop the transports from destroying a platform. The other really critical tactic is to get to your reload craft as quickly as possible, aiming toward platform Able 4. Hurry to the reload craft, and start firing as quickly as you can. As long as you fire at nearby targets, you can keep up a pretty steady stream of missiles and the reload operation will continue. Remember, once the reload operation begins, you can leave the utility vehicle and the reload operation will continue. Purists will argue, of course, that

this tactic takes unfair advantage of an anomaly in the game, but you'll need to use this trick to complete this mission successfully.

Keep the jamming beam on the ATRs, especially those that are headed toward the platforms, since most of their weapon arrays are toward the front. These ATRs are among the most deadly vehicles in TIE Fighter, so you'll also want to use the jamming beam to prevent them from returning fire, especially when you go after them with cannons.

Mission Goals

Primary Goals: All platforms must survive until other goals are completed.

Destroy at least three-quarters of the Muurian transports.

Platform To-phalion must survive until other goals are completed.

Secondary Goals: Inspect shuttle Lambda 3.

Bonus Goals: Destroy all Muurian transports for 2100 pts.

Destroy SHU Lambda 3.

Mission 6

Corvette Attack

Mission Briefing

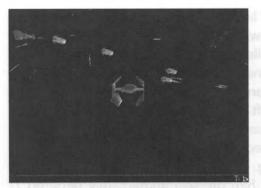
Zaarin never gives up. Before he left the platform, his spy sabotaged the facility, causing the shields to fail on some of the asteroids. The main base still has shields, but the others are vulnerable to being disabled and captured or destroyed, and the traitor has now launched another attack with Gunboats and corvettes. The situation is critical, and we will have to evacuate. Your job is to keep the enemy engaged until reinforcements can arrive. Grand Admiral Thrawn will lead the counterattack aboard the modified Frigate Maru Ki. You will be the flight leader of a four-ship group of TIE Advanced. Your ship will be armed with 16 advanced missiles and a jamming beam.

Secret Orders

Try to get close enough to inspect the corvettes, and keep your eyes open for other opportunities to help us gather intelligence.

After-Action Report

Opening the map, I placed To-phalion base at memory position F5. I also placed M/CRV Z-Rok 1 at F6, and the lead Gunboat, Z-Mu 1, at F7. Assessing the situation, I decided that the best course was to save some of my missiles so



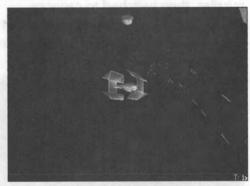
Zaarin's attack force.

I could take out the warhead launchers on each of the corvettes, after first dealing with the Gunboats. Closing the map, I set my throttle to full and my laser and shield recharge rates to maximum. I turned toward Z-Mu 1 and ordered my wingmen to attack, then went after Z-Mu 2, firing a pair of missiles. I had the jamming beam on, recharging at full, and I kept it on throughout the mission. Two missiles didn't pack quite enough power to take out a Gunboat with 100% shields, so I temporarily redirected shield energy to the engines and followed up on Z-Mu 2 with cannons.

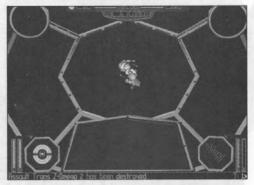
Meanwhile, as I finished off *Z-Mu* 2, my wingmen had taken out his mate. I sent them after *Z-Tau* 2 next, and went after *Z-Tau* 1 myself. After *Z-Tau* 1, I took on *Z-Rho* 2. My wingmen were still working on *Z-Tau* 2.

As I was chasing Z-Rho 1 with my cannons to finish him off, I received a message that enemy ATRs had entered the area. That was bad. As

Mission Note: It is a good idea to wait at least ten seconds before ordering your wingmen to attack Z-Mu 1, since Tophalion base is between them and the target at the beginning of the mission, and they will turn immediately and may crash into the base if you don't wait. Also, if you're targeting an enemy craft with missiles and it is about to go behind one of the platforms, be careful when firing. Your missiles will attempt to fly as straight as possible, and may hit the friendly platform if it winds up between you and your target. If you hit your own platform, the defense systems will decide you are unfriendly, and start firing on you as well.



Heading into battle.



Scratch one assault transport.

quickly as we could, my wingmen and I finished off the Assault Gunboats, then I targetted ATR Z-Omega 2 and told my wingmen to attack.

After I had fired my last pair of missiles at the ATR, A utility vehicle launched from To-phalion base. I saved him at memory position F7, and decided to go immediately for a reload. I redirected cannon energy to the engines and set the throttle to full, ordering the reload craft to board me. I then reset my cannon recharge rate to maximum as we came into range.

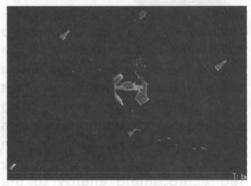
I targeted Z-Omega 1 and ordered my wingmen to attack, and as the reload operation began, I started firing. Two pairs of missiles along with some warheads from my wingmen finished him off, so I immediately targeted Z-Omega 3. I ordered my wingmen to attack him as four more ATRs arrived.

I took out *Z-Omega 3* with five missiles. *Z-Omega 2* was still flying, so I turned my attention to him. While I was targeting, the reload craft completed its operations. I fired a pair of missiles, then ordered my wingmen to attack, joining them with my jamming beam and cannons. As soon as he blew, we went after

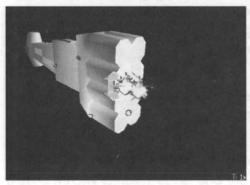
Z-Omega 4. I fired two pairs of missiles, then switched to cannons.

Two of my wingmen fireballed at that point, and I called for reinforcements immediately.

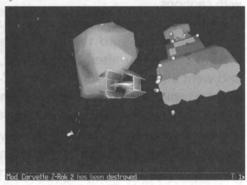
Z-Omega 4 exploded, and I decided to go inspect the corvettes before taking on the next group of ATRs. I called up Z-Rok 1 and targeted its warhead launcher, using a pair of missiles to destroy it quickly. I then redirected cannon energy to my



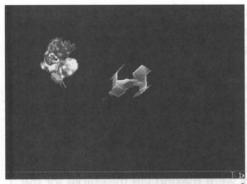
Corvettes everywhere!



Blasting a CRV.



Last gasp of Z-Rok 2.



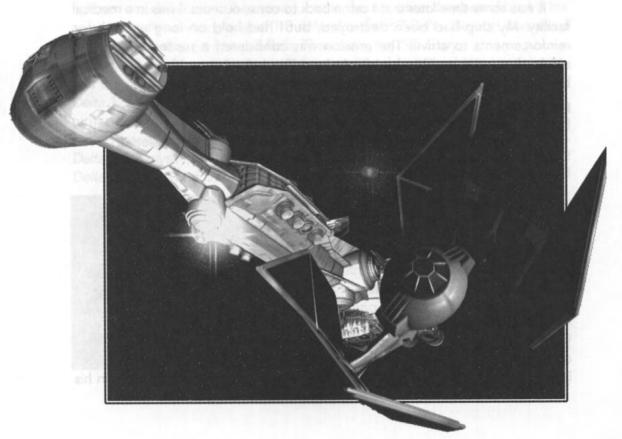
Another fireball!

engines, and flew by the corvette as quickly as I could, completing my inspection pass. One after the other, I gave the rest of the corvette group the same treatment.

About that time, somebody managed to destroy Z-Rok 2, and I went after the replacement ATRs, Z-Lambda. I fired my last pair of missiles at Z-Lambda 1, then headed at full speed back to the utility vehicle for

another reload.

I set my jamming beam on Z-Rok 1, which was subsequently destroyed by our reinforcements. As soon as I began to get my reload, I throttled up to full and targeted Z-Lambda 4, firing five missiles in rapid order. Next was Z-Lambda 1, its shields already weakened by my previous dispatch. I ordered my wingmen to attack and we destroyed him easily.



Z-Lambda 3 was next, and finally Z-Lambda 2. Just as our space was clearing up, four more ATRs arrived. I targetted Z-Sigma 1 and gave the attack order, but found myself suddenly alone. No more wingmen.

I kept my jamming beam on the ATRs as I went in with cannons and missiles. As I was

Mission Note: Future versions of this mission will probably be adjusted to make it somewhat easier. As it is, this mission is far more difficult than intended.

engaging ATRs, six hostile TIE defenders arrived. Almost immediately, I got an incoming missile warning. The corvettes had all been destroyed by this time, and only two ATRs were left, but the T/Ds were making life miserable for me. I tried to keep evading them while taking my shots at the ATRs, but I was out of missiles by now, so I only had my cannons to work with. I was able to get one of the ATRs by flying in and out, firing when I could get a moment, then evading when the T/Ds came too close. As I finished off the last of the transports, I got another incoming missile warning, too late for me to do anything about. What was left of my shields evaporated, followed quickly by my craft, and I found myself hurtling through space.

It was some time later that I came back to consciousness. I was in a medical facility. My ship had been destroyed, but I had held on long enough for reinforcements to arrive. The mission was considered a success, and I had survived, even if my ship hadn't. At least Zaarin hadn't captured my missile boat.

Mission Goals

Primary Goals: Destroy at least 75% of all traitor craft.

Platform To-phalion must survive until other goals are completed.

Secondary Goals: Inspect at least 50% of the corvettes.

Bonus Goals: Destroy all Assault Gunboats.

Destroy all assault transports. Destroy M/CRVs Z-Rok 1-4.

Mission 7

Zaarin Takes the Bait

Mission Briefing

Grand Admiral Thrawn has successfully drawn Zaarin out into the open. His desire to capture the cloaking technology has made him launch another attack on To-phalion base, this time leading it personally in his

flagship, the Imperial-class Star Destroyer *Glory*. Thrawn will arrive shortly after Zaarin in his flagship, ISD *Grey Wolf*, accompanied by a pair of Strike cruisers and the interdictor *Corvus*. Your mission is to protect the corvette *Vorknkx* at all costs while she prepares to jump into hyperspace and escape. You will join the starfighters from M/FRG *Maru Ki* as they attempt to protect the *Vorknkx*. As the flight leader of a four-ship group of TIE Advanced, you will carry 16 advanced missiles and a tractor beam. Unfortunately, because of Zaarin's saboteur, we lost all outlying weapon defenses, but the *Maru Ki* is sending out its complement of starfighters to assist.

Secret Orders

Protect Grand Admiral Thrawn at all costs. Also, we have anticipated the possibility of the *Vorknkx'* capture by Zaarin's forces. A cleverly-disguised tracking device will allow us to determine where Zaarin flees to in that eventuality.

After-Action Report

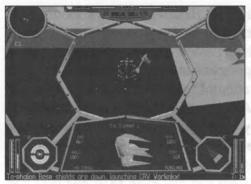
Opening the map, I saw the *Maru Ki* about 3.5 km away. A group of three TIE fighters was also about 3.5 km away, but in the opposite direction. About 8 km away was a three-ship group of TIE defenders from Z-Delta. Beyond that was a T/I group—six ships in group Z-Beta. Then came the ISD *Glory*.

I saved the *Maru Ki* at memory position F5, placed To-phalion base at F6, and the *Glory* at F7. I hit the R key to target the nearest enemy craft—T/D *Z-Delta 1*, then closed the map and immediately ordered my wingmen to attack. I turned toward the *Maru Ki*, transferring cannon energy to my shields at the same time and bumping the cannon recharge rate to maximum. I targeted *Z-Delta 2* for myself, switching to dual-fire missiles. When I was 2.5 km from *Z-Delta 2*, I locked and fired, as my wingmen succeeded at destroying *Z-Delta 1*.



Entering the dogfight.

Switching to cannons, I went after a group of rockets that had been fired by the TIE interceptors. I got about half of the projectiles, then began destroying the TIE interceptors, taking one out in a head-on pass, then coming up behind another. A third went down a few moments later. TIE defenders from Z-Eta Squadron had arrived to reinforce the ones from Z-Delta, and I continued to dispense



Going after a T/I.

death with my beam and missiles at an impressive rate.

Checking the message log, I saw that the *Maru Ki* had launched some Bombers and interceptors, but all the Bombers had been destroyed by the *Glory*. Four of the enemy T/Is had been destroyed, so I decided to concentrate on the TIE defenders.

Hitting the R key brought up *Z-Eta* 3. I turned the beam on him and fired

a pair of missiles, and was about to target *Z-Eta 2* when my tractor beam ran out of energy. I pushed the beam recharge to maximum and established a lock on *Z-Eta 2*. The *Maru Ki* lost its shields as I fired my last pair of missiles.

The combat utility vehicle *Reload* launched, and I took the hint, hitting the U key to target it, then saving it at F7. I was redirecting cannon energy to my engines as the *Glory*, which had slipped into hyperspace, returned and began firing on To-phalion base. Another group of TIE defenders arrived and I ordered my wingmen to attack the nearest.

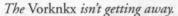
The reload operation began as I received the message that the base's shields were down. I put cannon recharge rates at maximum and began redirecting cannon energy to my shields. The *Vorknkx* launched from the base at that time. I took off, even though the reload operation was still going on, and targeted T/D *Z-Theta 2* as I received a missile warning. I fired on *Z-Theta 2* and *Z-Theta 3* in short order, keeping my shields balanced and charged by transferring cannon energy. *Z-Theta 1* was next: We were headed toward each other, and I fired my missiles, then veered away so his cannons wouldn't intercept them.

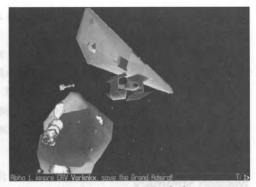
At that point, two shuttles from Lambda group launched from the *Maru Ki*. One of them was carrying Grand Admiral Thrawn. Meanwhile, To-phalion base was blown to bits as another T/D group, Z-Zeta, arrived.

I checked the map quickly and targeted *Z-Zeta 1*, setting my shield recharge rate to maximum to slow my approach down a little as I waited for a lock. As soon as I fired my missiles, I switched to target *Z-Zeta 2*. Missiles away.

As I was closing in on *Z-Zeta 3*, the *Glory* entered hyperspace. They had gotten the *Vorknkx*! For some reason, the corvette failed to jump into hyperspace as planned, but instead flew to the *Glory*. Not good. Still, there was the contingency plan. Now we could track Zaarin to his lair.







Too late to save To-phalion.

Somewhere during all this action, the ISD *Grey Wolf* arrived with its Strike cruiser escort. But Zaarin was gone before he could be stopped.

Checking the map again, I saw that there were still a lot of enemy T/Is around from Gamma group. I decided to put SHU *Lambda 1* at F6, and *Lambda 2* at F7 for the moment.

The Maru Ki was down to 11% hull, but she was no longer under attack. SHU Lambda 1 was taking fire, however. I also noted that T/I Z-Gamma 1 was headed toward the Grey Wolf for some reason, and I took him out with a single missile. Meanwhile, the Maru Ki had had enough and entered hyperspace.

Another three TIE defenders arrived, but they were about 15 km behind me. I figured I probably had just enough time to get another load of missiles, so I called the reload craft and ordering them to board me, while directing all shield energy to the engines and all cannon energy to the shields. I killed the throttle as I got close to the reload craft, and put all recharge rates to maximum. It was close. T/D Z-lota came into range just as the reload began, and I targeted the closest one and began firing, taking out each of them in turn. Afterward, I set

my shield recharge rates back to normal.

Strangely, some of the enemy T/Is were being allowed to enter the *Grey Wolf*'s hangars. Perhaps they were expecting clemency, but I doubted they'd find any sympathetic ears aboard Thrawn's flagship.

With the destruction of the last TIE defender, I got a congratulatory message. My bonus goals were



Seeing the shuttles safely home.

complete, and the Interdictor Corvus arrived then, which completed another primary goal, as well.

About this time, a B-wing arrived, and I turned to engage. I got a lock on the B-W about the time the two shuttles from Lambda group successfully docked with the *Grey Wolf*, I took out the new arrival without any trouble. My reload craft seemed not to know where to go, so I targeted him and sent him home, as well. The mission seemed complete, and we all headed for the *Grey Wolf*.

Mission Summary

To get all the goals, you'll need a few breaks. It starts with your wingmen taking out that first TIE defender. After you take out the second defender, you must turn immediately and intercept as many of the rockets fired on the *Maru Ki* as you can. Use your cannons to intercept the rockets, then take out a two or three of the interceptors. Don't take out more than four, because taking out the fifth will cause the *Glory* to return from hyperspace and launch another six T/ls. If that happens, there's no way to save the Frigate.

After destroying three T/ls, turn toward the T/Ds. Try to keep destroying the T/Ds, but keep an eye on the *Maru Ki*. Don't worry about conserving missiles early. When the *Glory* does return, it will wipe out To-phalion base, which is where your reload craft launches from. You want to have your reload craft available before that, so don't spare the missiles. The first four T/D groups will abandon their missions when the *Grey Wolf* arrives. If you want to achieve all the bonus goals, you'll need to get them before that happens. The fifth and final T/D group will go right after SHU Lambda. However, if the shuttles are far enough away, and you can get a reload of missiles, you should be able to intercept them. The B-wing will destroy the corvette *Vorknkx* if it doesn't get captured. However, if the mission turns out the way it does in this account, the B-wing is superfluous. Just destroy it because it's there.

Mission Goals

Primary Goals: ISD Grey Wolf must arrive.

Interdictor Corvus must arrive.

Corellian corvette Vorknkx must complete its mission.

Secondary Goals: All of SHU group Lambda must complete its mission.

Bonus Goals: Nebulon B Frigate Maru Ki must complete its mission.

Destroy all T/D group Z-Delta.

Destroy all T/D group Z-Eta.

Destroy all T/D group Z-Theta. Destroy all T/D group Z-Zeta. Destroy all T/D group Z-lota.

Mission 8

The Trap is Sprung

Mission Briefing

The traitor has finally been trapped. It is time to put an end to Zaarin and his treachery once and for all. His forces must be destroyed, while the Interdictor cruiser Corvus is protected. The Interdictor cruiser will prevent Zaarin from escaping. Strike cruisers Ebolo and Daring will lead the attack on Zaarin's flagship, the ISD Glory. The Grey Wolf will move into position to protect the Corvus. Your TIE Advanced group will team with T/F group Eta to clear the TIE defenders, so that T/B Beta can attack the Glory. You will be under attack immediately, however. You will be the flight leader in your two-ship group, carrying 16 advanced missiles and a tractor beam.

Secret Orders

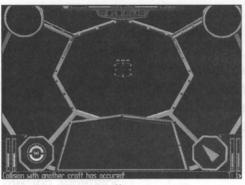
Make an inspection pass close to ISD *Glory*. We must know if the *Vorknkx* is still aboard. Also, be prepared to intercept any shuttles or other escape craft emerging from the *Glory*. Zaarin may attempt to escape when things don't go well for him. Inspect any such craft before destroying them.

After-Action Report

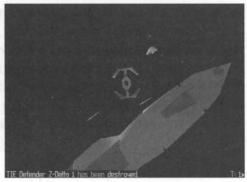
I checked the map as I emerged from *Ebolo's* hangar. Three T/Ds from Delta group were almost on top of us, and our T/Fs were about 1 km away and headed toward us. Muurian transport *Z-500 2* was about half a kilometer away, and the *Glory* was about 3 km away, with three more T/Ds about a half kilometer closer.

Completing the scenario: The *Corvus* was about 13 km away, the *Divine Wind* was about 11 km away, and the *Grey Wolf* was about 16.5 km away. ATR Z-Omega looked to be about 6 km away. The Strike cruiser *Daring* was about 3 km away, and ATR *Z-Lambda 1* was about 3 km away. I put my wingman in memory at F5, the *Corvus* at F6, and the *Glory* at F7. Hitting the R key brought up T/D *Z-Delta 2*.

As soon as I reentered the mission, I was rammed by another craft. I quickly began redirecting cannon energy to my shields, and I set my shield







Taking out Z-Delta 1.

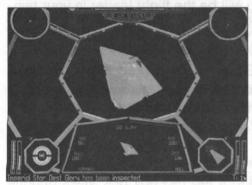
recharge rate to maximum before targeting T/D Z-Delta 2 with my tractor beam on. Two missiles away, then I brough up Z-Delta 1, firing on him as soon as I had a lock. Z-Delta 5 was next.

I had to bump up the tractor beam recharge rate, and fired on Z-Delta 5 about the same time the message came through that the Divine Wind had

been destroyed.

Z-Delta 4 was next. I ordered my wingman to attack, but it looked as if he was gone. It was pretty much up to me now.

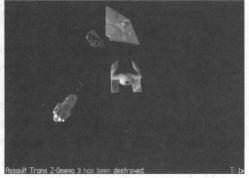
A new group of T/Ds had launched in the meantime; T/D Z-Theta. Instead of going immediately after them, however, I targeted the Glory and called up its warhead launcher. I flew in to point blank range,



Going after the Glory.



Going for the warhead launchers.



Hammering Zaarin's flagship.

at the same time getting my close inspection as ordered, and fired my missiles. Switching over to cannons, I continued my assualt on the *Glory* until the warhead launchers were destroyed.

I switched back to missiles again, redirected the beam recharge to my engines with cannon recharge at normal. I destroyed all of Z-Theta quickly with dual missiles, and a combat utility vehicle launched from the *Ebolo*. Hitting the U key, I saved him at memory position F5.

I called for a reload, headed in and reset all my recharge rates to maximum. The *Corvus* was under heavy attack, but it was holding its own, destroying one of the ATRs even as its shields dropped to 35%.

I checked to see who was attacking the *Corvus*, and came up with ATR *Omega 2*. He had sustained significant damage already, and I figured I could spare a single missile to take him out.

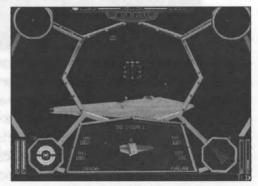
Checking the situation in detail, the *Daring* was destroyed, so we had lost one of our Strike cruisers. The next enemy going after the *Corvus* was a TIE defender from Zeta group. The *Ebolo* was still fighting, and I discovered T/D *Z-Delta 3* was still flying, so I targeted him and fired a pair of missiles to dispose of him while I had him trapped in my beam.

As I turned toward T/D Z-Zeta 3, the Ebolo went up in flames. I turned off the beam weapon, and set my recharge rates at normal, but as I got within range I pushed the beam and cannon recharge rates back to maximum. I fired my missiles at Z-Zeta 3, then fired missiles in a head-on pass at Z-Zeta 2.

The next nearest T/D was Z-lota 3. It looked as if Z-Zeta 1 had gotten caught up in a dogfight, because he hadn't gotten as far as his mates. I targeted him and fired missiles as soon as I had a lock. Z-lota 1 was next, followed by Z-lota 2. I reset beam and cannon recharge rates to normal to gain some speed, then headed toward Z-lota 2. I fired dual missiles as soon as I had

the lock, then destroyed *Z-lota 3* the same way.

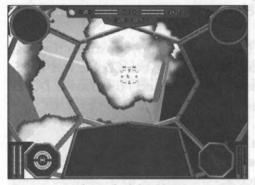
Our forces were having an effect: The Glory's shields were down. An escort transport Z-Lambda 1 was in the area, and moments later, a shuttle launched from the Glory. I targeted SHU Z-Sigma 1 and redirected all energy to my engines, heading toward the craft. Another shuttle launched then, and I decided to save the first at



Going after Z-Sigma 1.



Inspect and fire on Z-Sigma 1.



The end of the Glory.

F6 and the other one at F7. I switched to lasers and began firing as I got within range, and I was able to fly close enough to inspect each of the SHUs, while firing on them and taking them out. Zaarin was not aboard either of them.

By this time, my reload craft was 15 km away. I called for a reload anyway. The *Glory* was down to 53% hull.

I switched to lasers, disengaged the beam, then reset shield recharge to normal with lasers at maximum. I flew in toward the Star Destroyer and began firing as the *Grey Wolf* launched a trio of transports from group Upsilon. The *Glory* was about to go. Our combined fire was taking it down. The hull was critical.

As I flew by, I made a surgical strike on the *Glory*'s cannons.

Somebody lobbed a space bomb into the *Glory*, weakening her still more. It was only a matter of time now. In a few passes, I was able to destroy any laser turrets that could have hit me from the bottom of the craft, so I matched speed with the *Glory* and began firing my lasers, now safe from counterattack. Within moments, the *Glory* was destroyed. Mission complete.

Mission Summary

Various events take place during this mission. One critical event is that the gravity well generators aboard the *Corvus* will go down when its shields are destroyed, thus allowing Zaarin to attempt his escape aboard the *Vorknkx*. At 50% hull damage, the *Corvus* will relay a message that it can't sustain any more damage, and it must attempt to escape.

The other tricky spot in this mission is that you will collide with an enemy TIE defender right at the beginning. You can avoid the collision by pulling up on the stick, but in most cases this collision will send the TIE defender into the *Ebolo*, where it will be destroyed. Since this amounts to a quick kill, it's probably

worth it to allow the collision to take place. Some small percentage of the time, the collision will knock you into the *Ebolo*, however, so there is that risk.

Mission Goals

Primary Goals: Destroy at least 75% of all traitor craft.

Destroy ISD Glory.

Secondary Goals: Inspect all shuttles.

Inspect ISD Glory.

Bonus Goals: Destroy all TIE defenders.

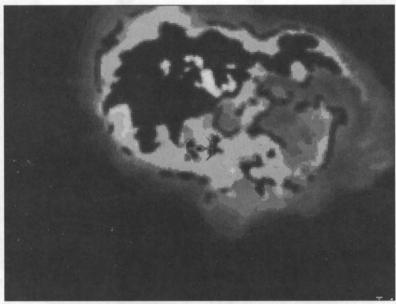
Destroy all shuttles.

Interdictor cruiser Corvus must survive until other goals completed.

Destroy all of ATR group Z-Omega.

Destroy Muurian transport Z-500 2.

Destroy E/S Z-Lambda 1.



I learned later that Zaarin had attempted to escape his fate aboard the Vorknkx by using the cloaking device. However, despite warnings, he insisted on using it in hyperspace—all a part of Thrawn's plan. He paid for his crimes in a moment of destruction. With Zaarin's treachery avenged, only the Rebels remained to be dealt with.

They would meet their own fate at Endor.



Interior Cardinate Convos must survive grave grave present companies.

Destroy Muuran transport Z-500 2

entransport E/S Z-Lamboda 1.

Interior Destroy E/S Z-Lamboda 1.

Interior Destroy E/S Z-Lamboda 1.

Interior Destroy E/S Z-Lamboda 1.

Interior Section 1.

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Appendix A: Scoring & Al

Scoring in X-Wing

Points are awarded for:

Craft Destroyed (non-friendly)

Satellites/Mines/Probes	50
X-wing	600
Y-wing	400
A-wing	
B-wing	800
Z-95	320
TIE Fighter	400
TIE Interceptor	600
TIE Bomber	
TIE Advanced	
TIE Defender	1600
Assault Gunboat	800
Transport	600
Shuttle	800
Escort Shuttle	1600
Patrol Craft	2400
Assault Transport	
Container Transport	

DIST IN COLUMN TO SERVICE STATE OF THE SERVICE STAT	SS
Corellian Transport	2000
Corvette	
Modified Corvette	THE RESIDENCE OF THE PERSON OF
Container	800
Freighter	1200
Cargo Ferry	1600
Modular Conveyor	1200
Tug	200
TugHeavy Lifter	600
Cruiser	6000
Lt. Cruiser	
Interdictor Cruiser	
Frigate	4000
Modified Frigate	
Escort Carrier	4000
Victory Star Destroyer	5000
Imperial Star Destroyer	8000
Platform	

Craft Captured	Corvette
X-wing3000	Modified Corvette
Y-wing2000	Container
A-wing3200	Freighter
B-wing3200	Cargo Ferry
Z-951600	Modular Conveyor
TIE Fighter2000	Tug
TIE Interceptor3000	Heavy Lifter
TIE Bomber3000	
TIE Advanced9000	Cruiser
TIE Defender8000	Lt. Cruiser
Assault Gunboat4000	Interdictor Cruiser
Transport3000	Frigate
Shuttle4000	Modified Frigate
Escort Shuttle8000	Escort Carrier
Patrol Craft12,000	Victory Star Destro
Assault Transport4800	Imperial Star Destr
Container Transport8000	Platform
Corellian Transport10,000	

Corvette	6400
Modified Corvette	10,000
Container	4000
Freighter	4800
Cargo Ferry	
Modular Conveyor	
Tug	
Heavy Lifter	3000
Cruiser	
Lt. Cruiser	
Interdictor Cruiser	28,000
Frigate	16,000
Modified Frigate	
Escort Carrier	
Victory Star Destroyer	25,000
Imperial Star Destroyer	
Platform	

Points Subtracted for:

Each Laser/Ion cannon fired......1*

* This refers to each individual cannon. So if you fire in quad fire-linked mode, you lose 4 points each time you squeeze the trigger.

Each Rocket/Missile fired50
Losing your spacecraft5000
Destroying friendly craft10,000
Calling for reinforcements5000

Achieving Rank

As you play through the tours of duty, you'll gradually increase your score (assuming you don't get killed or captured and have to revive your pilot).

Here's the list of accumulated scores required to rise up the ranks in the Imperial Navy.

Officer	20,000
Lieutenant	50,000
Captain	100,000
Commander	
General	500.000

The Emperor's Secret Order

There are six levels of advancement available within the Emperor's Secret Order. You advance only by accomplishing secondary goals given by the Order itself.

Lev	vel Points	Missions*
1	20,000	2
2	50,000	4
3	100,000	6
4	250,000	9
5	400,000	12
6	800,000	15

^{*} To qualify for advancement, you must score points by accomplishing secondary goals, and you must fly the required number of missions with secondary goals.

Enemy AI Characteristics

Here are the main criteria used to differentiate enemy pilots from each other. There are no hard statistics available to list the differences between each type of pilot—for instance a Novice to a Top Ace. Better enemies have the following characteristics, however:

- Faster reaction times to all situations; making decisions more frequently.
- · Quicker, more intelligent target selection.
- Better firing accuracy with laser and ion cannons.
- Better missile and torpedo lock on, consequently better missile accuracy.
- More efficient management of weapons, firing more shots when the odds of a hit are better.
- Better ability to stay on the tail of their target.
- Faster response to attacks.
- More radical defensive maneuvers to escape attacks.
- Better formation flying, smoother maneuvers, better exits from and entrance into ships. (This refers both to the launching speed of fighter craft and to docking and separation ability).
- · Better avoidance of larger obstacles; in particular, large spacecraft.

Completion Bonus

Special bonus points are awarded for the completion of goals in TIE Fighter. The number of points awarded varies with the difficulty setting and other factors:

Primary Goals

Easy	Medium	Hard	With Collisions On
2500	5000	7500	+ 250

Secondary Goals

Easy	<u>Medium</u>	Hard	With Collisions On
2500	5000	7500	+250

- Points for kills or captures are reduced by 25% in Easy mode and increased by 25% in Hard mode.
- If inflight collisions are on, increase the overall score by 12.5%.
- If invulnerability is turned on, or unlimited ammo is turned on at any time during a mission, your score is <u>reduced</u> by 90%. The Empire is tough on cheaters!

Global Bonus Goals

Global goals (i.e. destroy all of a flight group or all of a flight group must arrive), score the following points for each goal completed, depending on which mode of difficulty you're playing in.:

Mode	Points
Easy	1100 pts
Medium	2100 pts
Hard	3100 pts

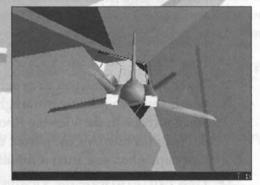
Appendix B: Training Sim

Tips and Tricks for the Training Simulator

- Shields are useless here, so you can set shields and lasers to normal and shunt energy from shields to lasers until your shields are depleted. Then set shields down to zero and lasers at one above normal.
- Shoot the targets for bonus time. In later levels, the balls take two shots, so concentrate on the pyramids.
- In the high levels, try hugging the walls and shooting the pyramids.
- After shooting the last target in a tube, reduce laser recharge to zero until you get to next tube, then pump it back up. This gains a little extra speed.
- On rotating disk, you don't have to fly through the window. Hug the wall and try to pass by in a corner.
- After Level 8, the course stays the same, but you have five second less to complete it with each new level. Theoretically, it gets impossible around level 19.



Shooting targets.



Flying through the corner.

APPENDIX C

The Camera

During your training, you were taught to use the holo films of your missions to improve performance and to learn better tactics. The holo projection system records in 3D. You can view the action in playback from just about any angle or position.

Getting to the Viewing Room

You can enter the Viewing Room two ways. Aboard a ship, select the lower right doorway to enter the Viewing Room. During a mission, you can begin recording by pressing © and jump to the replay by pressing V.

Main Controls

Your main holo film controls are Play, Advance, Rewind, Load, Enter Sim, and Exit.

- Press Play P to start and stop the recording. To see a few frames at a time, press Play repeatedly.
- Press Advance A to move rapidly forward through a holo film clip without any sound. Press again to stop advancing.
- Press Rewind R to return to the beginning of the clip at any time.
- Press Load L to obtain a list of available clips.
- Enter Sim S allows you to switch from viewing to full simulation in which you then pilot your starfighter. When the simulated mission ends, you'll be back in the Viewing Room. You won't receive any mission scores or credit for missions completed this way, however. Also, you can't record new clips when you enter a simulation this way.
- Press Exit E to leave the Viewing Room.

View Modes

There are three view modes — Follow, Free, and Track.

- In Follow mode, the camera will appear to follow whatever object you select. Cycle through the objects to Follow by pressing © until the one you want is listed in the Camera Pos. box. Press Shift) © to cycle backward.
- In Free mode, the camera remains in a fixed position. You can use the controller to zoom and pan to watch the action from a single position.

(Toggle between Follow and Free modes by pressing F.)

• In the Track T mode, the camera angle will move to keep a selected object in view. Select an object by pressing O to cycle through all the objects in the holo film. Or press Shift-O to cycle backward.

If both Follow and Track modes are activated, the camera will view the tracked object from the position of the object being followed.

Using the View Modes

Once you understand the way the view modes work, you can use them to your advantage. Combinations of modes will reveal different angles on the action. Try everything.

Free Mode

The Free mode gives you a great deal of control over what you see. Use the controller direction controls and buttons to activate pan and zoom. Using the pan and zoom controls, you can position your view as far away or as close to the action as you want. Sometimes you'll want to get in tight to watch your enemies maneuver and learn their tendencies. Other times, you'll want to pull back to see more of the melee. It may turn out that you missed a particularly good opportunity or that you were hit by an unseen enemy. Using the Free mode, you should be able to see everything in as much detail as you want.

If you lose sight of your starfighter while viewing in Free mode, press F quickly to enter Follow mode, then press F again to return to Free mode.

Follow and Track

Use the Follow mode in combination with object Tracking to obtain revealing views of the action. Here are some suggestions.

Follow your fighter and select your current target as the Object. Press
 until you find the craft you want to track. The target will always stay in view.

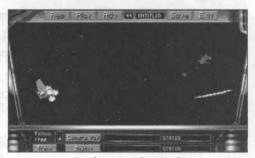


Following your ship, tracking the enemy.



Following the enemy, tracking your ship.

 Follow your current target and Track your own starfighter. This is a very dramatic view that will show your craft maneuvering and attacking the target, from the target's perspective. This is not only useful to see how accurate your shooting is, since you can see the weapon blasts as they either hit or miss the target,



Catching another angle.

but you can also see behind your own fighter if you are being pursued by other enemies. For instance, suppose you were targeting an X-wing and several A-wings were on your tail. You can see how effective your evasive maneuvers were. Or watch yourself in a Corkscrew Avoid maneuver to see if you are performing it correctly.

It's a good idea to watch an engagement several times. First, watch in Follow mode to relive your mission from the original perspective — yours. You might also log the mission by notating the camera counter number (to the right of the Adv button) showing when particular events occur — you get a kill, for instance, or you get hit, or even if someone else gets a kill. Press the Play P button to pause the display any time you want.

Next watch again in Free mode to get the overall picture. Finally, dissect the mission using combinations of Free, Follow, and Track to understand what was happening around you in more detail.

Remember, you can use the Advance A button to move quickly through parts of the holo film, though you will not hear any sound cues while the holo film is advancing. Watch the counter number to find a particular event in the clip.

When new friendly or enemy ships jump into the engagement, you might want to press Play P to pause the clip, then switch the Camera Pos. C to that new object. Now switch to Free F and use Pan and Zoom to observe how this new ship may have affected the situation and where it is relative to your current position. Finally, return to the view you were in before and resume the clip (or resume in Free mode).

Study the Holo Film

If you're having problems with one or more missions, STUDY THE FILM, STUDY THE FILM, and STUDY THE FILM!

Ship Abbreviations

Fighters

T/F = TIE Fighter

T/I = TIE Interceptor

T/B = TIE Bomber

T/A = TIE Advanced

T/D = TIE Defender

GUN = Assault Gunboat

X-W = X-wing

Y-W = Y-wing

A-W = A-wing

B-W = B-wing

Z-95 = Z-95 Headhunter

Shuttles & Transports

SHU = Tyderian Shuttle

E/S = Escort Shuttle

TRN = Stormtrooper Transport

ATR = Assault Transport

SPC = IPV-1 System Patrol Craft

CORT = Corellian Transport

Freighters & Containers

CN/A = Container A (box)

CN/B = Container B (hex box)

CN/C = Container C (tube)

CN/D = Container D (pronged)

CN/E = Container E (hemisphere)

FRT = Bulk Freighter

CNVYR = Modular Conveyor

CTRANS = Container Transport

CARG = Cargo Ferry

CRV = Corvette

M/CRV = Modified Corvette

Utility Craft

HFL = Heavy Lifter

TUG = Space Tug

Capital Ships (and others)

ESC = Escort Carrier

INT = Interdictor Cruiser

FRG = Nebulon B Frigate

M/FRG = Modified Frigate

CRS = Calamarian Cruiser

CRL = Lt. Calamarian Cruiser

VSD = Victory-class Star Destroyer

ISD = Imperial-class Star Destroyer

PLT = Platforms

APPENDIX D

THE TIE FIGHTER TEAM

Larry Holland

Following the success of X-Wing, Larry Holland has returned with TIE Fighter. He founded Totally Games, got married, had a baby (with help from his wife, of course), and no longer sleeps on the futon in his office. He still creates great games.

Larry began his career intending to be an anthropologist, studying at Cornell University and going on digs in France, Africa, India, etc. He's fond of telling you how he started out studying man's early evolution and his most primitive stone tools before turning his attention to the world of microcomputers.

Larry began programming out of a sense of curiosity and found himself almost accidentally involved in writing games. His early projects included games for the Commodore Vic 20 and the Commodore 64. With reluctance, Larry will tell you he worked on a product called Spike's Peak. He also worked on Super Zaxxon and his earliest simulation effort, Project Space Station.

Later, Larry began developing projects for Lucasfilm's Games Division where he has gained a reputation as one of the best simulator developers in the business. His games include HMS Pegasus, Strike Fleet, and the critically acclaimed World War II series of flight simulators: Battlehawks 1942, Their Finest Hour: The Battle of Britain, and Secret Weapons of the Luftwaffe (SWOTL). And, of course, X-Wing.

TIE Fighter represents a culmination of the work that preceded it, blending the *Star Wars* adventure with a spaceborne flight simulator.

Edward Kilham

Ed "Kill'em" Kilham started creating simple games and graphics systems on the Apple II while still in high school. He moved on to the Amiga in 1985 and wrote a color font editing utility called The Calligrapher.

Ed's next big project was RoboSport, written for Maxis while still attending the University of Oregon. He graduated in 1990 with a Magna Cum Laude in Computer Science.

Ed then joined LucasArts and began work on his cinematic engine. In late 1991, he officially joined Larry Holland's simulator team, Totally Games, and began incorporating his cinematic approach with Larry's simulator technology.



Peter Lincroft

Peter graduated from of University of California at Berkeley with a degree in computer science. He's an expert in 3D polygon technology and concentrated on programming the in-flight polygon engine for X-Wing and TIE Fighter. He began working with LucasArts as an independent contractor in 1989, programming the DOS version of Pipe Dream. He joined Larry's flight sim group to work on SWOTL in 1990. Peter and his wife, Yali, have also begun Ancible Software, a shareware company.

David Maxwell

With a computer science degree (from some unknown college in Washington), "Max" originally signed on with LucasArts as a technician in the Quality Assurance Department, where he tested games like Monkey Island, Night Shift, SWOTL and the expansion disks for SWOTL, Indiana Jones Graphic Adventure, Star Wars, Empire Strikes Back, Defenders of Dynatron City and more. Eventually, he joined Larry's team and began building missions for X-Wing. A life-long gamer and

ace simulator pilot, "Max" designed and scripted half the missions for TIE Fighter. He's totally grateful to Totally Games, to LucasArts, and to all the simulator pilots out there for giving him his job.

David Wessman

David "Woden" Wessman loved board games as a child, but really got serious about them when he received Avalon Hill's Panzerblitz for Christmas in 1972. He and David Maxwell would spend weekends playing multiple games simultaneously. Fascinated with the introduction of video games, they were, nevertheless, unaware that people actually made a living at that sort of thing!



Dave Maxwell and Dave Wessman.

Wessman's introduction to the computer game industry began with testing positions at Lucasfilm Games. Getting assigned to Secret Weapons of the Luftwaffe brought him in contact with Larry Holland. His respect for Larry and common interests in military history (not to mention *Star Wars*) prompted him to leave LucasArts and join Larry's group to work on X-Wing.

Along with Larry Holland, Ed Kilham, and David Maxwell, Wessman formulated the basic plot and framework for the missions. Then, with Larry and David, he co-developed the story and decided what sorts of missions they'd need. Meanwhile, Ed and Larry worked with the artists to storyboard the cutscenes, and Wessman and Maxwell split up the missions between them.

Like Maxwell, Wessman considers himself a true gamer as well as a reader with a preference for science fiction and military history. When not designing games, he often plays the competition's games in the name of "research." Favorites recently include Command & Conquer, Descent, Panzer General, X-Com and everything from id.

"The work I've done on TIE Fighter has been the most challenging and rewarding of my career. It is my everyday privilege and joy to work with a small team of designers, programmers and artists who consistently produce some of the best games on the planet."

Martin Cameron

"Bucky" started out as a traditional illustrator. His mentor was Rick Sternbach (Senior Illustrator, Star Trek: The Next Generation). Bucky's work has been printed in Analog and Penthouse. He began working on computer games in 1987 and has worked with Larry on every project since, plus numerous other LucasArts projects. He created 95% of the 3D models used in the cinematic sequences. For TIE Fighter, he created several new ships based on the original Star Wars look, ships that had not previously existed in the worlds of Star Wars.

Jim McLeod

Jim's first computer game work was to create a couple of ships for Battlehawks in 1988. Since then, he has worked on all of Larry's projects as well as doing VGA upgrades for several of LucasArts' other projects. He did his first original backgrounds for the Secret of Monkey Island and animations for Indiana Jones and the Fate of Atlantis. For X-Wing and TIE Fighter, he created much of the two-dimensional artwork, including the medals, menu screens, and some of the animations as well as helping with the 3D work.



Jon Knoles

Jon is a resident *Star Wars* expert at LucasArts. He joined the company in 1990 and has worked on a string of products since then, including Nintendo Entertainment System versions of Star Wars, The Empire Strikes Back, and Defenders of Dynatron City as well as Super Star Wars for the SNES. He created storyboards, cut scenes, and the cockpits for X-Wing and some of the cut scenes for TIE Fighter.

Dave Bengel

With a degree in Film, Dave has earned a living as a freelance film/video cameraman and cinematographer. he also runs a custom model kit company out of his garage where he sculpts models and creates kits. He created the real-time 3D flight engine models for TIE Fighter using Totally Games' proprietary tools.

Wade Lady

Wade spent four and a half years on Maui using computers to design windsurfing equipment for the pro windsurfers. He then came to Totally Games and helped design flight engine models for X-Wing. Then, while getting his degree in Computer Science, he designed the tool used to create the flight engine models in TIE Fighter, and worked with Dave Bengel to design them.

APPENDIX E: CD-ROM BUGS

Battle 11, Mission 5 (b11m5mw)

Flight Group 27: T/D Z-Eta has 'leftover' secondary AI to "board and capture." This should have been removed.

Battle 11, Mission 7 (b11m7mw)

Flight Group 4: CUV Reload was not given a mothership. Start and stop should be Flight Group 3, PLT V 1.

Battle 13, Mission 5 (b13m5aw)

Flight Group 18: MUTR Z-400 has the start condition of "destroyed 50% so far of MUTRs." This should be changed to "destroyed 50% of MUTRs."

Note that the MUTRs concentrate too much on W LNCHR Able 4 (as many as six or more enemies will attack at once.) They should be dividing their attacks better. This mission is far more difficult than intended for this reason. I spent six hours at medium difficulty level and could not achieve all of the goals (W1, W2 and Bonus).

The skill levels of the MUTRs should be changed from Top Ace to Ace, and the start condition for Flight Group 18 (MUTR Z-400, the fourth and last group of four ships) should be changed to Medium and Hard difficulty levels only.

Battle 13, Mission 6 (b13m6aw)

The secondary objective, inspect 50% of modified corvettes, is too easy, since there are only four ships. It makes more sense to have to inspect 100% of M/CRVs, and also 50% of the assualt transports (there are 12 ATRs).

Note that this mission is far more difficult than intended due to the premature arrival of enemy TIE defenders (Flight Group 27). Again, despite some serious cockpit time, I found achieveing all the goals impossible. To remedy this, divide Flight Group 27 (six TIE defenders of Z-Delta) into two three-ship groups, and then modify each new groups start condition. Flight Group 28 (T/D Z-Theta) arrives when Win 1 is complete, and also when Flight Group 27 has lost one craft. Change the skill lev! of the ATRs and T/Ds from Top Ace to Ace. Change the start condition of the second Flight Group of ATRs to "50% destruction of first FG of ATRs" (it was destruction of at least one). Finally, change the start condition of Flight Group 27 to medium and hard difficulty levels only.

Battle 13, Mission 7 (b13m7aw)

The start condition for Flight Group 3 (SHU Lambda) should be modified with "OR creation of Flight Group 11 (ISD Grey Wolf) to ensure that Win2 is possible in case Lambda's mothership (Flight Group 2) is not sufficiently damaged before Win1 is achieved.

Also:

Flight Group 4 (T/B Beta) has Set 4 in its target list when it should be Set 7.

Flight Group 5 (T/I Gamma) should have ATRs in the target list.

Flight Group 6 (T/F Eta) has Set 3 in its target list when it should be Set 7.

Flight Group 7 (T/F Theta) has Set 3 in its target list when it should be Set 7.

Flight Groups 19 and 20 (T/I Z-Beta and T/I Z-Gamma) shouldn't have hyper points on.

Flight Groups 21 through 32 (enemy ATRs and T/Ds) hyper points are too close to the combat area. They should be far enough away that the player has the chance to get them before they escape, otherwise the bonus goals are too hard to achieve.

Flight Group 34 (B-W Rogue 7) was supposed to have the secondary AI of "Fly loop and evade" to

make it appear it was doing a recon of friendly ships. This also makes it easier to kill.

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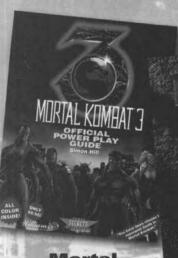


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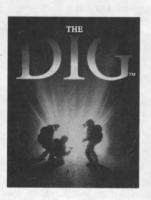
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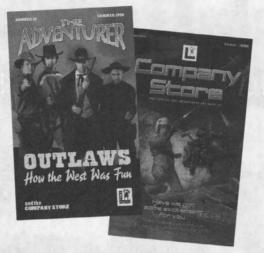
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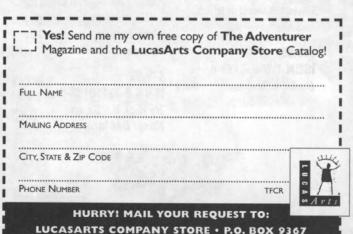






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David Wessman and David Maxwell are the co-designers of all the missions for TIE Fighter: The Collector's CD-ROM, and have collaborated with Rusel DeMaria on several bestselling titles, including X-Wing Collector's CD-ROM: The Official Strategy Guide.

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